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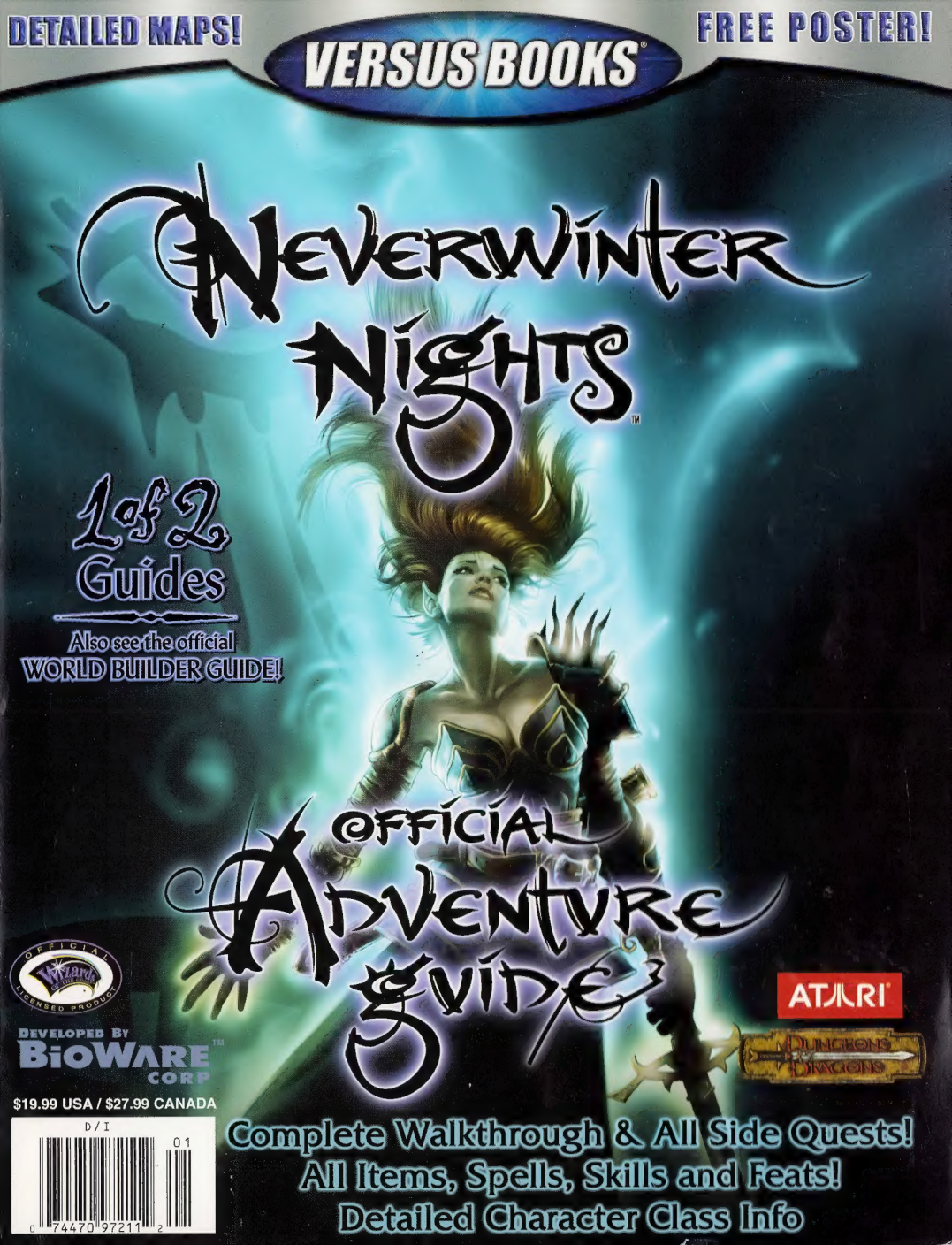

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VOLUME 40

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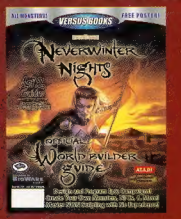

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NOTE: Due to the ongoing completion process of the *Neverwinter Nights* game and *Aurora* toolset, certain information contained in this guide might be dated or inaccurate at its time of publication. Versus Books has made every effort to ensure that the content is sound, and we apologize for any errors that arise.

The *Dungeons & Dragons® Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, are the ultimate guides to the *Neverwinter Nights* experience. Add the *Forgotten Realms Campaign Setting*, and you can explore beyond the boundaries of *Neverwinter Nights* and into the rest of the phenomenally detailed world of Faerûn. Pick them up at your favorite hobby or book store, and prepare for endless fun. For more information, visit wizards.com/dnd.

Adventure Guide

Neverwinter Nights

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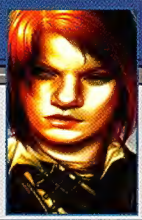
Races

Dwarves



Description

ABILITY ADJUSTMENTS: +2 Con, -2 Cha
FAVORED CLASS: Fighter

Dwarves get a bunch of interesting bonus feats, including three Battle Training feats (similar to Rangers' "Favored Enemy") and the invaluable Hardiness vs. Spells. The stat adjustments make it hard to play a Charisma-based class (Bard, Sorcerer, Paladin), but outside of that, Dwarves can excel at any class.

Bonus Feats

Battle Training vs. Giants
Use: Automatic
This feat grants a +4 dodge bonus to AC against giants.

Battle Training vs. Goblins
Use: Automatic
This feat grants a +1 racial bonus on attack rolls against goblins and bugbears.

Battle Training vs. Orcs
Use: Automatic
This feat grants a +1 racial bonus on attack rolls against orcs.

Darkvision
Use: Automatic
This feat grants the ability to see in the dark.

Hardiness vs. Poisons
Use: Automatic
This feat grants a +2 racial bonus on saving throws vs. poison.

Hardiness vs. Spells
Use: Automatic
This feat grants a +2 racial bonus on saving throws vs. spells.

Skill Affinity: Lore
Use: Automatic
This feat grants a +2 racial bonus to Lore checks.

Stonecunning
Use: Automatic
This feat grants a +2 bonus to Search checks made in interior areas.

Elves

Description

ABILITY ADJUSTMENTS: +2 Dex, -2 Con
FAVORED CLASS: Wizard

The favored class of elves may be Wizard, but they make amazing rogues. Keen Sense allows you to play through the game without the speed penalty associated with Search mode, the Dex bonus allows you to crank your primary stat to 18 or 20 without paying too much for it, the Skill Affinities basically give you Alertness for free, and Weapon Proficiency: Elf grants elves the ability to use otherwise-prohibited longswords and longbows. These are also strong benefits for any spellcaster or ranger, and elves should only be avoided when making tank-type characters that need a good Con score.

Bonus Feats

Hardiness vs. Enchantments
Use: Automatic
This feat grants a +2 bonus on saving throws against mind-affecting spells.

Immunity to Sleep
Use: Automatic
This feat grants immunity to all Sleep spells and effects.

Keen Sense
Use: Automatic
Characters with this feat may apply their full Search skill even when making a passive search.

Low-Light Vision
Use: Automatic
This feat grants the ability to see in the dark, but not as far as with Darkvision.

Skill Affinity: Listen
Use: Automatic
This feat grants a +2 bonus to Listen checks.

Skill Affinity: Search
Use: Automatic
This feat grants a +2 bonus to Search checks.

Skill Affinity: Spot
Use: Automatic
This feat grants a +2 bonus to Spot checks.

Weapon Proficiency: Elf
Use: Automatic
This feat allows the character to use the longsword, rapier, longbow, and shortbow.

Gnomes

Description

ABILITY ADJUSTMENTS: **+2 Con, -2 Str**

FAVORED CLASS: **Wizard**

Non-spellcasters have little to gain from the Gnome selection of bonus feats. But mages will definitely appreciate the Con bonus, the Spell Focus (Illusion), and the Skill Affinity of Concentration. Due to their smaller size, Gnomes cannot wield large weapons (and must wield medium weapons two-handed), making any Fighter class a practical impossibility.

Bonus Feats

Battle Training vs. Giants
Use: Automatic
This feat grants a +4 dodge bonus to AC against giants.

Battle Training vs. Goblins
Use: Automatic
This feat grants a +1 racial bonus on attack rolls against goblins and bugbears.

Battle Training vs. Reptilians
Use: Automatic
This feat grants a +2 racial bonus on attack rolls against reptilian humanoids.

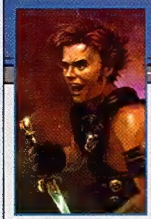
Hardiness vs. Illusions
Use: Automatic
This feat grants a +2 racial bonus on saving throws against mind-affecting spells.

Low-light Vision
Use: Automatic
This feat grants the ability to see in the dark, but not as far as with Darkvision.

Skill Affinity: Concentration
Use: Automatic
This feat grants a +2 bonus to Concentration checks.

Skill Affinity: Spot
Use: Automatic
This feat grants a +2 bonus to Listen checks.

Spell Focus: Illusion
Use: Automatic
A character with this feat is adept in Illusion-school magic spells, gaining a +2 bonus to spell save DC for all spells that they cast from that school.



Halflings

Description

ABILITY ADJUSTMENTS: **+2 Dex, -2 Str.**

FAVORED CLASS: **ROGUE**

Halflings are ideal as rogues, and fairly weak at just about everything else... Although wizards, bards, and sorcerers could make good use of the halfling's Dexterity Bonus, luck, and prowess with throwing weapons like darts and shuriken. Since halflings share the small stature of gnomes and cannot use large weapons (and must use medium weapons two-handed), any other class would be a tough fit.

Bonus Feats

Fearless
Use: Automatic
This feat grants a +2 bonus on saving throws against Fear spells and effects.

Good Aim
Use: Automatic
This feat grants a +1 attack bonus on attacks made with throwing weapons.

Lucky
Use: Automatic
This feat grants a +1 bonus to all saving throws.

Skill Affinity: Listen
Use: Automatic
This feat grants a +2 bonus to Listen checks.

Skill Affinity: Move Silently
Use: Automatic
This feat grants a +2 bonus to Move Silently checks.

Half-Elves

Description

ABILITY ADJUSTMENTS: None

FAVORED CLASS: ANY

Half-elves get pretty screwed in the racial-balance game. They inherited neither the Weapon Proficiencies and Dex Bonus of their elf parent, nor the Quick to Master feat of their human parent. Without those, all they're left with is a few minor feats that are hardly comparable to the bonus class feat you could have chosen if you had played a human.

Bonus Feats

Hardiness vs. Enchantments
Use: Automatic
This feat grants a +2 bonus on saving throws against mind-affecting spells.

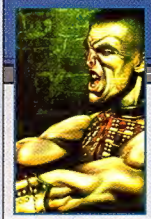
Immunity to Sleep
Use: Automatic
This feat grants immunity to all Sleep spells and effects.

Low-Light Vision
Use: Automatic
This feat grants the ability to see in the dark, but not as far as with Darkvision.

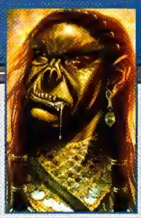
Partial Skill Affinity: Listen
Use: Automatic
This feat grants a +1 bonus to Listen checks.

Partial Skill Affinity: Search
Use: Automatic
This feat grants a +1 bonus to Search checks.

Partial Skill Affinity: Spot
Use: Automatic
This feat grants a +1 bonus to Spot checks.



Half-Orcs



Description

ABILITY ADJUSTMENTS: +2 Str, -2 Int, -2 Cha

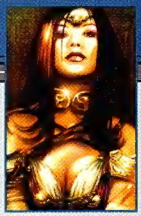
FAVORED CLASS: BARBARIAN

Is a Strength bonus worth the loss of the human's bonus feat and -2 to both Intelligence and Charisma? If all you care about is hacking and slashing, and want to start the game with a Strength of 20, I suppose it is. Sometimes it's fun to play an ugly character, and sometimes it's fun to play a stupid character. Half-Orcs give you the opportunity to play both.

Bonus Feats

Darkvision
Use: Automatic
This feat grants the ability to see in the dark.

Humans



Description

ABILITY ADJUSTMENT: None

FAVORED CLASS: ANY

Humans are actually pretty amazing. They get a free bonus feat of your choice, four extra skill points, and one extra skill point every level. In the long run, that beats all the Skill Affinities of the other races, and being able to choose your own feat often beats the bonus feat packages of the other races. With no favored class, Humans are also free to multi-class to your heart's content (although generally this is not a great idea). Their only drawback is that with the game's point-buy system, it's hard to attain high scores in any ability without a racial adjustment. But if you intend to play a well-rounded character, humans are ideal.

Bonus Feats

Quick to Master
Use: Automatic
Humans start with an extra feat at character generation.

BARBARIAN

Hit Dice: d12	**Skill Points:** 4 (Plus Intelligence Modifier, x4)
Alignments: Any Nonlawful	**Weapons:** All Simple and Martial Weapons
Armor: Light and Med.	**Shields:** Yes

CLASS Barbarian

ANALYSIS

Barbarians aren't the worst class, but they may well be the least complex. If you want a powerful character but don't like making lots of decisions when you level up, the Barbarian is the class for you.

So why choose a Barbarian instead of a Fighter? Barbarians get a d12 instead of a d10 for their hit dice, and the special Barbarian abilities listed below instead of the Fighter's bonus feats. They can't wear heavy armor (unless you take the feat). They do get more skill points, and Neverwinter Nights has lots of interesting things to do with skill points. But if you make the stereotypical half-orc moron, your low Intelligence will pretty much negate this bonus. They're also a little bit quicker than Fighters. Their attack bonuses and saving throws are identical across the board.

Rage is nice, but an ability that can be used only a few times a day is hardly a good substitution for the extra feats a Fighter would get. The other Barbarian abilities won't really have a huge impact on the game. Barbarians lack the versatility of Fighters and don't offer much in return.

LEVEL PROGRESSION CHART

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Rage 1/day; fast movement; Uncanny Dodge (Dex bonus to AC)
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Rage 2/day
5	+5	+4	+1	+1	Uncanny Dodge (can't be flanked; +1 against traps)
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Rage 3/day
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Uncanny Dodge (+2 against traps)
11	+11/+6/+1	+7	+3	+3	Damage reduction 1/-
12	+12/+7/+2	+8	+4	+4	Rage 4/day
13	+13/+8/+3	+8	+4	+4	Uncanny Dodge (+3 against traps)
14	+14/+9/+4	+9	+4	+4	Damage reduction 2/-
15	+15/+10/+5	+9	+5	+5	Greater Rage
16	+16/+11/+6/+1	+10	+5	+5	Rage 5/day; Uncanny Dodge (+4 against traps)
17	+17/+12/+7/+2	+10	+5	+5	Damage reduction 3/-
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	Uncanny Dodge (+5 against traps)
20	+20/+15/+10/+5	+12	+6	+6	Damage reduction 4/-

SUGGESTIONS

Having a brainy Barbarian seems like a contradiction, but it's the best way to take advantage of the Barbarian's surprisingly high amount of skill points. Obviously, Barbarians should emphasize Strength, and I'd raise the Dexterity over Constitution because you'll need the AC bonus.

Discipline is a great skill for Barbarians, since it uses your high Strength modifier. Unlike Fighters, Barbarians get Taunt as a class skill, so you'll want to dump a lot of points in there, especially if you have a high Charisma value. Parry, Listen, Lore, and Heal round out the Barbarian's selection of class skills.

ABILITIES

RAGE
Gained: Levels 1, 4, 8, 12
Used: Selected
When in a tight spot, Barbarians can choose to drive themselves into a frenzy of rage, gaining a +4 bonus to Strength and Constitution and +2 bonus to Will saving throws. They also suffer a -2 AC penalty. You can do this once a day at 1st level, twice a day at 4th level, three times at 8th level, and four times a day at 12th level and beyond. It lasts for three rounds plus your Constitution bonus.

FAST MOVEMENT
Gained: Level 1
Used: Automatic
Barbarians have a 10% movement-speed bonus that is used automatically at 1st level.

UNCANNY DODGE
Gained: Levels 1, 5, 10, 16, 19
Used: Automatic
From the 1st level on, Barbarians retain their Dexterity bonus even when caught flat-footed (as by a Rogue Sneak Attack). This does not make the Barbarian immune to Sneak Attack and is negligible if you don't have a high Dexterity bonus. From level 5 on, you get bonuses to Reflex saves versus traps: +1 at level 5, +2 at level 10, +3 at level 13, +4 at level 16, and +5 at level 19.

DAMAGE REDUCTION
Gained: Levels 11, 14, 17, 20
Used: Automatic
At level 11, Barbarians get Damage Reduction 1/- (i.e., one point of damage is subtracted from each successful hit). It rises to 2/- at level 14, 3/- at level 17, and 4/- at level 20.

GREATER RAGE
Gained: Level 15
Used: Selected
This new ability replaces Rage at 15th level. When enraged, you now get a +6 bonus to Strength and Constitution. The +2 Will saving throw bonus and -2 AC penalty are unchanged.

BARD

Hit Dice:	Skill Points:
d6	4
Alignments:	**Weapons:**
Any Nonlawful	All Simple Weapons
Armor:	**Shields:**
Light and Med.	Yes

CLASS Bard

ANALYSIS

Bards are one of the most interesting and versatile classes available under 3rd Edition rules. With their d6 hit dice they're tougher than any other arcane spell caster, and their new and improved Bard Song makes them a welcome addition to any party.

The Bard's spell list emphasizes defensive, healing, summoning, and enhancement spells, which tend to be more useful in larger parties than when playing solo. They get a decent amount of skill points and only Rogues get more class skills.

Unfortunately, Neverwinter Nights does not use the Bards-get-one-free-bonus-weapon rule in 3rd Edition, so Bards are restricted to simple weapons. They have the same attack bonuses as Clerics and Rogues, so they're much better than Sorcerers and Wizards in combat. Bards can wear armor and use shields, but you might not want to because of the risk of spell failure. Bards advance in spells slowly, and don't get many offensive spell options. However, they can use most wands and scrolls naturally, and since Use Magic Device is a class skill, they can end up using all sorts of items restricted to other classes.

With their party-pumping Bard Song, utility spells, and unbeatable Lore, Bards are a great utility character that can be an asset to any large party. But as a solo character, Bards are a challenge. They're a little too weak in combat, and their limited spell list and slow spell progression don't really make up for it. Their greatest strength, Bardic Music, isn't as useful when playing alone.

LEVEL PROGRESSION CHART

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Bardic Music Effects
1	+0	+0	+2	+2	+1 to Attack and Damage rolls (required: 1 Perform)
2	+1	+0	+3	+3	+1 to Will saves (required: 6 Perform)
3	+2	+1	+3	+3	+1 to Damage rolls and +1 to Fortitude saves (required: 9 Perform)
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	
6	+4	+2	+5	+5	+1 to Reflex saves (required: 12 Perform)
7	+5	+2	+5	+5	
8	+6/+1	+2	+6	+6	+1 to Attack rolls, +8 temporary HP (required: 15 perform)
9	+6/+1	+3	+6	+6	
10	+7/+2	+3	+7	+7	
11	+8/+3	+3	+7	+7	+2 to Dodge Armor Class (required: 18 Perform)
12	+9/+4	+4	+8	+8	
13	+9/+4	+4	+8	+8	
14	+10/+5	+4	+9	+9	+1 to Damage rolls, +8 temporary HP, +1 Dodge Armor Class (required: 21 Perform)
15	+11/+6/+1	+5	+9	+9	+1 Will saves, +1 Reflex saves, +1 Fortitude saves, +1 Dodge Armor Class (required: 24 Perform)
16	+12/+7/+2	+5	+10	+10	+1 Will saves, +4 temporary HP, +1 Dodge Armor Class (required: 25 Perform) *
17	+12/+7/+2	+5	+10	+10	
18	+13/+8/+3	+6	+11	+11	
19	+14/+9/+4	+6	+11	+11	
20	+15/+10/+5	+6	+12	+12	

* For each additional 5 Perform and 1 class level an additional +2 temporary HP are granted.

SUGGESTIONS

Charisma is the basis of the Bard's spell-casting abilities and their best class skills: Perform, Persuade, and Use Magic Device. You'll probably want a 16. Dexterity is nearly as important, since you'll need the AC bonus and will want to use primarily long-range weapons. Intelligence is important because Bards need skills badly. Bardic Music may be free, but you have to pay for Perform every level. Constitution is crucial for staying alive, keeping your spells from being disrupted, and compensating for the Bard's sub-par Fortitude saves. Jack up those 4 stats and leave Wisdom and Strength at 8.

When it comes to spells, you won't get a lot of options. Always take the Summon Monster spells, because the key to solo Bard strategy is hiding behind your dire beasts and using long-range weapons. Other good low-level spells include Sleep, Ghostly Visage (a must), Hold Person, Haste, and Invisibility Sphere. If you're going to focus on long-range weapons, take feats in that area, such as Point Blank Shot and Rapid Shot. Weapon Finesse is tempting, but melee combat is for fools, I say, fools! Concentration and Combat Casting aren't as important as they are for other spell-casters; if you're casting Bard spells during combat (instead of before or after), you're doing something wrong!

BASE SPELLS PER DAY

Level	0	1	2	3	4	5	6
1	2						
2	3	0					
3	3	1					
4	3	2	0				
5	3	3	1				
6	3	3	2				
7	3	3	2	0			
8	3	3	3	1			
9	3	3	3	2			
10	3	3	3	2	0		
11	3	3	3	3	1		
12	3	3	3	3	2		
13	3	3	3	3	2	0	
14	4	3	3	3	3	1	
15	4	4	3	3	3	2	
16	4	4	4	3	3	2	0
17	4	4	4	4	3	3	1
18	4	4	4	4	4	3	2
19	4	4	4	4	4	4	3
20	4	4	4	4	4	4	4

BASE SPELLS KNOWN

Level	0	1	2	3	4	5	6
1	4						
2	5	2					
3	6	3					
4	6	3	2				
5	6	4	3				
6	6	4	3				
7	6	4	4	2			
8	6	4	4	3			
9	6	4	4	3			
10	6	4	4	4	2		
11	6	4	4	4	3		
12	6	4	4	4	3		
13	6	4	4	4	4	2	
14	6	4	4	4	4	3	
15	6	4	4	4	4	3	
16	6	5	4	4	4	4	2
17	6	5	5	4	4	4	3
18	6	5	5	5	4	4	3
19	6	5	5	5	5	4	4
20	6	5	5	5	5	5	4

ABILITIES

BARDIC KNOWLEDGE
Gained: 1st level
Used: Automatic
Bards add their class level to their Lore skill. Now you can free up the skill points you would have put into Lore and pump 'em into Perform.

BARDIC MUSIC
Gained: 1st level
Used: Automatic
Bardic Music is one of the few things in Neverwinter Nights that works drastically different than it did in 3rd Edition. Surprisingly, it's even better now; Bards can still perform while they fight, and no musical instrument is required. It affects all allies within 30 feet, and Bards can perform once per day, per level. The song lasts for 6 rounds no matter what you do (including casting spells). You also need to have a requisite score in Perform to get each effect.
Instead of choosing a specific song, you get the bonuses listed on the chart above. Effects are cumulative, so at level 8, if you have the requisite 15 in your Perform skill (including Charisma bonus) you get +2 to Attack, +2 to damage, +1 to each of your saves, and +8 temporary hit points.

SPELL LISTS

0-Level Bard Spells
In large parties, Daze can be useful early in the game, stunning attackers that would otherwise overwhelm your tank character and setting him up for easy hits. Note that if you're playing on a module that uses true D&D Death and Dying rules (they're not in the official campaign, but the functionality is programmed into the game), Cure Minor Wounds is invaluable for stabilizing dying characters.

- **Cure Minor Wounds**
- **Daze**
- **Light**

1st-Level Bard Spells
Bards have some good stuff here. Summon Creature I is a must-pick spell, giving Bards something to hide behind and another source of damage. Grease is a useful area effect spell if you and your party are using ranged weapons and can avoid falling into it yourself. Sleep is great early in the game (but weak later), while Charm Person is less powerful early on but more valuable later. Protection From Alignment is a great pre-boss enhancement spell. Identify is a waste with Bardic Lore, so save the spell slot for something better.

- **Charm Person**
- **Cure Light Wounds**
- **Grease**
- **Identify**
- **Lesser Dispel**
- **Mage Armor**
- **Protection from Alignment**
- **Scare**
- **Sleep**
- **Summon Creature I**

2nd-Level Bard Spells
Summon Creature II and Ghostly Visage are the standouts at level 2, but your third pick spell depends on your play style. If you're doing a lot of Dexterity-dependent rogue stuff, like picking locks, Cat's Grace can be a nice way to boost your skill checks a point or two and raise your AC at the same time. Invisibility is fun, but Bards have few ways of capitalizing on it. Hold Person can be fantastic against bosses. Sound Burst is a rare bardic damage spell, but doesn't grow in strength and becomes a wasted spell slot later in the game.

- **Blindness/Deafness**
- **Bull's Strength**
- **Cat's Grace**
- **Clarity**
- **Cure Moderate Wounds**
- **Darkness**
- **Eagle's Splendor**
- **Fox's Cunning**
- **Ghostly Visage**
- **Hold Person**
- **Invisibility**
- **Owl's Wisdom**
- **See Invisibility**
- **Silence**
- **Sound Burst**
- **Summon Creature II**
- **Ultravision**

(continued next page)

SPELL LISTS

(continued)

3rd-Level Bard Spells

If you're playing in a large party, Magic Circle Against Alignment is the best bet here. This spell is always useful and is essential when going against many high-level enemies. Summon Monster III is always nice, and Haste will be useful no matter what your play style. There isn't much else that's interesting here... Find Traps will make you popular in a large party, and if you want an offensive spell you'll find Confusion to be a much better choice than Charm Monster, since it can affect any target. Dispel Magic isn't much fun, but if you're playing solo it's a godsend versus bosses.

- **Bestow Curse**
- **Charm Monster**
- **Clairaudience/Clairvoyance**
- **Confusion**
- **Cure Serious Wounds**
- **Dispel Magic**
- **Fear**
- **Find Traps**
- **Haste**
- **Invisibility Sphere**
- **Magic Circle Against Alignment**
- **Remove Curse**
- **Remove Disease**
- **Slow**
- **Summon Creature III**

4th-Level Bard Spells

War Cry is so good that it's even worth taking if you're playing solo. And the larger the party, the better it gets. Improved Invisibility is the other standout at level 3, and its benefits combine well with other defensive spells like Ghastly and Ethereal Visage. You may want to skip the Summon Creature spell this time around, since there isn't much good to take at level 5 and Summon Creature IV will be useless when you get Summon Creature V. Dominate Person is a much better choice, since it can turn the powerful melee fighters that are a bard's worst enemy into an asset in large battles.

- **Cure Critical Wounds**
- **Dismissal**
- **Dominate Person**
- **Hold Monster**
- **Improved Invisibility**
- **Legend Lore**
- **Neutralize Poison**
- **Summon Creature IV**
- **War Cry**

5th-Level Bard Spells

Greater Dispelling isn't that much better than Dispel Magic, and not worth taking until later in the game when it matters more and you have spell slots to spare. Your first two picks here are Summon Creature V and Ethereal Visage... The other spells are sub-par, but since there are only 5 spells to choose from, you'll end up getting them all eventually. Mind Fog can be fun if you've taken a lot of mind-affecting spells like Dominate.

- **Ethereal Visage**
- **Greater Dispelling**
- **Healing Circle**
- **Mind Fog**
- **Summon Creature V**

6th-Level Bard Spells

Mass Haste is fantastic if you play in large parties, but solo players will want to take Ice Storm, Energy Buffer, or Summon Creature VI instead. Don't agonize over the choice for long; you'll get two at level 16 and the third at level 17.

- **Energy Buffer**
- **Ice Storm**
- **Mass Haste**
- **Summon Creature VI**

Cleric

Hit Dice: d8	**Skill Points:** 2
Alignments: Any	**Weapons:** All Simple Weapons
Armor: Any	**Shields:** Yes

ANALYSIS

Clerics can fulfill many roles in a small party. With a d8 hit die and the ability to wear any armor (it won't fizzle divine spells), Clerics make a pretty decent tank to protect the weaker characters. Their spells can enhance the whole party, heal the wounded, summon monsters, and even dish out a serious beating (at higher levels). Throw in the ability to Turn Undead and Clerics make a fantastic choice for solo adventures and an invaluable addition to any party.

The only flaws that affect the Cleric are a lack of skill points, weak Reflex saves, and their weapon limitations. I miss the old 2nd Edition weapon restrictions! Clerics can use crossbows, spears, and short swords, but not flails, clubs, and warhammers? Despite this change, the old mace and shield combo is still a good bet. And keep a light crossbow around for special occasions.

LEVEL PROGRESSION CHART

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+2	+0	+2
2	+1	+3	+0	+3
3	+2	+3	+1	+3
4	+3	+4	+1	+4
5	+3	+4	+1	+4
6	+4	+5	+2	+5
7	+5	+5	+2	+5
8	+6/+1	+6	+2	+6
9	+6/+1	+6	+3	+6
10	+7/+2	+7	+3	+7
11	+8/+3	+7	+3	+7
12	+9/+4	+8	+4	+8
13	+9/+4	+8	+4	+8
14	+10/+5	+9	+4	+9
15	+11/+6/+1	+9	+5	+9
16	+12/+7/+2	+10	+5	+10
17	+12/+7/+2	+10	+5	+10
18	+13/+8/+3	+11	+6	+11
19	+14/+9/+4	+11	+6	+11
20	+15/+10/+5	+12	+6	+12

SUGGESTIONS

First, crank the Wisdom up to 16 or so. I wouldn't recommend wasting points on anything higher, since you'll easily be able to afford items that will give you a +2 Wisdom bonus by the time you're able to cast the higher-level spells. Save those extra points for Strength, since you'll be on the front lines and will want a hearty damage bonus and the carrying capacity necessary for full plate and a heavy shield. Dexterity is probably a waste; full plate will restrict you to a +1 bonus, and it's not like you need the AC hike anyway. And since Clerics function as tanks, you won't use ranged weapons much. Put a few points into Intelligence so you can get some skill points and use Lore and Spellcraft skillfully. Charisma seems like the logical choice to take a big hit (God doesn't care if you're ugly), but don't go too low or your Turn Undead power will be adversely affected. There are lots of undead in Neverwinter Nights.

When it comes to Feats, stick with combat stuff. Will Extra Turning really matter when you can rest so much? You don't get many skill points, so make them count. Unfortunately, Clerics don't get the Identify spell so you'll either have to pay to get your stuff identified or dump a lot of points into Lore. Concentration is moderately important for some of the later combat spells but not so important early on.

ABILITIES

SPONTANEOUS CASTING
Gained: Level 1
Used: Automatic
You can drop a prepared spell and replace it with a healing spell of the same level. Applicable healing spells are marked with an "S" icon. So there's no point in preparing healing spells.

TURN UNDEAD
Gained: Level 1
Used: Selected
A Cleric can Turn Undead three times a day, plus their Charisma modifier. The Charisma modifier is also added to the Cleric's level when determining how many undead are turned, and which power level of undead can be instantly destroyed. So if you want your Cleric to be an Undead Killer, pump the Charisma good and high. Everyone else, buy a Nymph Cloak or something.

BASE SPELLS PER DAY

Level	0	1	2	3	4	5	6	7	8	9
1	3	1+1								
2	4	2+1								
3	4	2+1	1+1							
4	5	3+1	2+1							
5	5	3+1	2+1	1+1						
6	5	3+1	3+1	2+1						
7	6	4+1	3+1	2+1	1+1					
8	6	4+1	3+1	3+1	2+1					
9	6	4+1	4+1	3+1	2+1	1+1				
10	6	4+1	4+1	3+1	3+1	2+1				
11	6	5+1	4+1	4+1	3+1	2+1	1+1			
12	6	5+1	4+1	4+1	3+1	3+1	2+1			
13	6	5+1	5+1	4+1	4+1	3+1	2+1	1+1		
14	6	5+1	5+1	4+1	4+1	3+1	3+1	2+1		
15	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	
16	6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	
17	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

CLERIC'S DOMAINS CHART

Domain	Special Ability	1	2	3	4	5	6	7
Air	Can turn elementals like undead			Call Lightning			Chain Lightning	
Animal	Improved monster summoning		Cat's Grace	True Seeing		Polymorph Self		
Death	Negative plane avatar				Phantasmal Killer	Enervation		
Destruction	Turning damages constructs			Stinking Cloud			Acid Fog	
Earth	Can turn elementals like undead				Stoneskin	Energy Buffer		
Evil	Can turn outsiders like undead	Negative Energy Ray		Negative Energy Burst		Enervation		
Fire	Can turn elementals like undead				Wall of Fire	Energy Buffer		
Good	Can turn outsiders like undead				Stoneskin	Lesser Planar Binding		
Healing	All healing spells are empowered		Cure Serious Wounds			Heal		
Knowledge	More domain spells	Identify	Ultravision	Clairaudience/ Clairvoyance	True Seeing		Legend Lore	
Magic	More domain spells	Mage Armor	Melf's Acid Arrow	Negative Energy Burst	Stoneskin	Ice Storm		
Plant	Can turn vermin like undead		Barkskin					Creeping Doom
Protection	Divine protection				Minor Globe	Energy Buffer		
Strength	Divine strength			Divine Power		Stoneskin		
Sun	Improved turn undead		Searing Light					Sunbeam
Travel	More domain spells	Entangle	Web	Freedom of Movement	Slow	Haste		
Trickery	Improves skills generally used by Rogues		Invisibility	Invisibility Sphere	Improved Invisibility			
War	Battle mastery		Cat's Grace					Aura of Vitality
Water	Can turn elementals like undead			Poison		Ice Storm		

SPELL LISTS

0-Level Cleric Spells

The effects of the Cleric cantrips are so minor I doubt you'll ever bother with them. Note that if you're playing on a module that uses true D&D Death and Dying rules (they're not in the official campaign, but the functionality is programmed into the game), Cure Minor Wounds is invaluable for stabilizing dying characters.

- **Cure Minor Wounds**
- **Light**
- **Resistance**
- **Virtue**

1st-Level Cleric Spells

In large parties, Bless is fantastic, but when playing solo, Protection From Alignment is a better choice. Casting Doom is your best turn 1 play against boss-level opponents, and Sanctuary is a great escape hatch when things go wrong and you need to leave an area quickly (although it's less useful in the official campaign, when you can just use your Stone of Recall). Summon Creature spells are always worth a slot.

- **Bless**
- **Cure Light Wounds**
- **Doom**
- **Protection from Alignment**
- **Remove Fear**
- **Sanctuary**
- **Scare**
- **Summon Creature I**

2nd-Level Cleric Spells

When you don't know what you might go up against, it's always nice to have Lesser Restoration at the ready. Sound Burst is a decent offensive spell for when you need a magical damage source or are overrun by a large quantity of weak enemies, but Bull's Strength is better in boss fights. Silence can absolutely wipe out enemy mages, if you know you'll be confronting one of those. Mages usually have the Will saves or spell resistance necessary to deal with it, so cast it on a fighter ally or summoned creature instead and have them rush the target.

- **Aid**
- **Bull's Strength**
- **Cure Moderate Wounds**
- **Darkness**
- **Eagle's Splendor**
- **Endurance**
- **Find Traps**
- **Fox's Cunning**
- **Hold Person**
- **Lesser Dispel**
- **Lesser Restoration**
- **Negative Energy Ray**
- **Owl's Wisdom**
- **Remove Paralysis**
- **Resist Elements**
- **Silence**
- **Sound Burst**
- **Summon Creature II**
- **Ultravision**

3rd-Level Cleric Spells

Summon Creature III is better than Animate Dead at low levels, but the quality of the creature you can summon rises as you level-up, so Animate Dead remains moderately useful long after Summon Creature III is obsolete. Dispel Magic is always useful against creatures with magical protection, Magic Circle Against Alignment is great for parties of any size against evil or, more rarely, good-aligned creatures, and Prayer is a better Bless for large parties. But the most noteworthy spell at this level is Searing Light, which is great against undead creatures with Turn Resistance, Constructs, and just about everything else at higher levels. Amazingly, this spell has no saving throw, so high level clerics especially will want to fit several slots with it.

- **Animate Dead**
- **Bestow Curse**
- **Blindness/Deafness**
- **Clarity**
- **Contagion**
- **Cure Serious Wounds**
- **Dispel Magic**
- **Invisibility Purge**
- **Magic Circle Against Alignment**
- **Negative Energy Protection**
- **Prayer**
- **Protection from Elements**
- **Remove Blindness/Deafness**
- **Remove Curse**
- **Remove Disease**
- **Searing Light**
- **Summon Creature III**

4th-Level Cleric Spells

The standouts at level 4 are Divine Power and Hammer of the Gods. Restoration is great whenever you don't have an Aribeth-like character to run off to (as you won't in most user-made modules), and Death Ward and Dismissal are invaluable when you know you're going against certain high-level enemies. Outside of Summon Creature IV, nothing else here is all that exciting.

- **Cure Critical Wounds**
- **Death Ward**
- **Dismissal**
- **Divine Power**
- **Freedom of Movement**
- **Hammer of the Gods**
- **Neutralize Poison**
- **Poison**
- **Restoration**
- **Summon Creature IV**

5th-Level Cleric Spells

Most of the spells in this level are so situational they'll rarely be used. So stick with the sure bets: Spell Resistance, Summon Creature V or Summon Shadow (SCV is usually better), Flame Strike, and Slay Living.

- **Circle of Doom**
- **Flame Strike**
- **Healing Circle**
- **Raise Dead**
- **Slay Living**
- **Spell Resistance**
- **Summon Creature V**
- **True Seeing**

6th-Level Cleric Spells

- **Blade Barrier**
- **Control Undead**
- **Create Undead**
- **Greater Dispelling**
- **Harm**
- **Heal**
- **Summon Creature VI**

7th-Level Cleric Spells

- **Destruction**
- **Greater Restoration**
- **Regenerate**
- **Resurrection**
- **Summon Creature VII**
- **Word of Faith**

8th-Level Cleric Spells

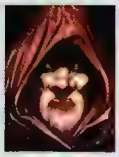
- **Aura Versus Alignment**
- **Create Greater Undead**
- **Fire Storm**
- **Mass Heal**
- **Summon Creature VIII**
- **Sunbeam**

9th-Level Cleric Spells

- **Energy Drain**
- **Gate**
- **Implosion**
- **Storm of Vengeance**
- **Summon Creature IX**

Druid

Hit Dice: d8	**Skill Points:** 4
Alignments: Any Neutral	**Weapons:** Club, Dagger, Dart, Sickle, Scimitar, Spear, Sling, Quarterstaff
Armor: Light and Med.	**Shields:** Yes



CLASS Druid

ANALYSIS

Druids don't have quite the offensive power of Sorcerers and Wizards, but they more than compensate for slightly weaker spells with a more versatile spell list, a ton of cool special abilities and 1d8 HP a level. If you like playing as spell-casters but don't want to completely suck in melee combat, the versatile Druid is for you. In combat, the only real advantage Sorcerers and Wizards have on the Druid is their ability to use crossbows. Slings and darts are pretty weak, but Druids are tough enough to survive in melee combat, especially when using Wild Shape or Elemental Shape. And with powerful damage-dealing spells like Flame Lash and Call Lightning coming at level 2 and 3, Druid spells provide plenty of great ranged attacks. At low levels, Druids are much better than Wizards, Sorcerers, and Bards, and while that lead diminishes as they progress, it isn't until extremely high levels that Wizards and Sorcerers pull ahead.

LEVEL PROGRESSION CHART

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1		+2	+0	+2	Nature sense, animal companion
2	+1	+3	+0	+3	Woodland stride
3	+2	+3	+1	+3	Trackless step
4	+3	+4	+1	+4	Resist nature's lure
5	+3	+4	+1	+4	Wild Shape (1/day)
6	+4	+5	+2	+5	Wild Shape (2/day)
7	+5	+5	+2	+5	Wild Shape (3/day)
8	+6/+1	+6	+2	+6	Wild Shape (Large)
9	+6/+1	+6	+3	+6	Venom immunity
10	+7/+2	+7	+3	+7	Wild Shape (4/day)
11	+8/+3	+7	+3	+7	Wild Shape (Tiny)
12	+9/+4	+8	+4	+8	Wild Shape (dire)
13	+9/+4	+8	+4	+8	A thousand faces
14	+10/+5	+9	+4	+9	Wild Shape (5/day)
15	+11/+6/+1	+9	+5	+9	Wild Shape (Huge), timeless body
16	+12/+7/+2	+10	+5	+10	Wild Shape (elemental 1/day)
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	Wild Shape (6/day, elemental 3/day)
19	+14/+9/+4	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	

SUGGESTIONS

Since Druidic spells are based on Wisdom, that should be your highest stat. I would start with 16 and put your bonus stat point into it every four levels. Dexterity is a good second choice, since the AC bonus is crucial. Intelligence should be at least 10 for skill points and Spellcraft checks, Con and Strength should be 10 to 14, depending on how much melee fighting you want to do. Go ahead and leave Charisma at 8. All you'd use it for is Persuade checks, and since that's a class skill you can easily make up the difference with a few skill points.

If melee fighting is your bag (versatility is good if you plan on playing solo), using your Feats for Ambidexterity and Two Weapon Fighting isn't a bad idea. If you plan on playing in groups, stick with spell-related feats like Combat Casting and Spell Focus. Later in the game the Maximize Spell feat will prove to be amazing–a maximized Call Lightning is better than any 5th level Druid spell.

FEATS

Nature Sense
Gained: Level 1
Used: Automatic
Druids get a +2 bonus to all attack rolls when fighting in wilderness areas (generally ones that use the rural or forest tileset).

Animal Companion
Gained: Level 1
Used: Selected
You can summon an animal companion of your choice once per day. (You can change your chosen animal at each new druid class level. Animal companions level up as you do.)

Woodland Stride
Gained: Level 2
Used: Automatic
Druids are not affected by Grease, Web, and Entangle spells and effects.

Trackless Step
Gained: Level 3
Used: Automatic
Druids gain a +4 bonus to Hide and Move Silently skills when in wilderness areas.

Resist Nature's Lure
Gained: Level 4
Used: Automatic
Druids gain a +2 bonus to saving throws against fear spells and effects.

Wild Shape
Gained: Level 5, 6, 7, 10, 14, 18
Used: Selected
Druids can polymorph into an animal of their choice, for one hour. This ability can be used once per day at level 5, twice at level 6, three times at level 7, etc.

Venom Immunity
Gained: Level 9
Used: Automatic
Druids are immune to the effects of poison.

Elemental Shape
Gained: Level 16, 17, 19
Used: Selected
Druids can polymorph into a huge elemental of their choice, for one hour. This ability can be used once per day at level 16, twice at level 17, three times at level 19. At level 20 they can polymorph into an elder elemental of their choice.

	BASE SPELLS PER DAY									
Level	0	1	2	3	4	5	6	7	8	9
1	3	1								
2	4	2								
3	4	2	1							
4	5	3	2							
5	5	3	2	1						
6	5	3	3	2						
7	6	4	3	2	1					
8	6	4	3	3	2					
9	6	4	4	3	2	1				
10	6	4	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	5	5	4	4	3	3	2		
15	6	5	5	4	4	4	3	2	1	
16	6	5	5	5	4	4	3	3	2	
17	6	5	5	5	5	4	4	3	2	1
18	6	5	5	5	5	4	4	3	3	2
19	6	5	5	5	5	5	4	4	3	3
20	6	5	5	5	5	5	4	4	4	4

SPELL LISTS

0-Level Druid Spells
- Cure Minor Wounds
- Light
- Resistance
- Virtue

1st-Level Druid Spells
- Cure Light Wounds
- Endure Elements
- Entangle
- Grease
- Sleep
- Summon Creature I
- Ultravision

2nd-Level Druid Spells
- Barkskin
- Bull's Strength
- Charm Person or Animal
- Flame Lash
- Hold Animal
- Lesser Dispel
- Lesser Restoration
- Resist Elements
- Summon Creature II

3rd-Level Druid Spells
- Call Lightning
- Contagion
- Cure Moderate Wounds
- Dominate Animal
- Neutralize Poison
- Poison
- Protection from Elements
- Remove Disease
- Summon Creature III

4th-Level Druid Spells
- Cure Serious Wounds
- Dispel Magic
- Flame Strike
- Freedom of Movement
- Hold Monster
- Stoneskin
- Summon Creature IV

5th-Level Druid Spells
- Awaken
- Cure Critical Wounds
- Death Ward
- Ice Storm
- Slay Living
- Spell Resistance
- Summon Creature V
- Wall of Fire

6th-Level Druid Spells
- Energy Buffer
- Greater Dispelling
- Greater Stoneskin
- Healing Circle
- Regenerate
- Summon Creature VI

7th-Level Druid Spells
- Aura of Vitality
- Creeping Doom
- Fire Storm
- Harm
- Heal
- Summon Creature VII
- True Seeing

8th-Level Druid Spells
- Finger of Death
- Nature's Balance
- Premonition
- Summon Creature VIII
- Sunbeam

9th-Level Druid Spells
- Elemental Swarm.
- Mass Heal
- Shapechange
- Summon Creature IX

Fighter

Hit Dice: d10	**Skill Points:** 2
Alignments: Any	**Weapons:** All Simple and Martial Weapons
Armor: Any	**Shields:** Yes

CLASS Fighter

ANALYSIS

Playing a fighter may conjure up images of mindlessly hacking and slashing everything in your path, but there's actually quite a bit to it. Fighters gain feats rapidly and have a huge selection to choose from, so you can customize your fighter in a variety of different directions. Since fighters gain them so quickly, characters of any class can multi-class as a fighter and end up with mastery of a certain fighting style in just a few levels.

SUGGESTIONS

Pick a few high level feats and skills you want your fighter to specialize in and work backwards from there. For example, if you have your heart set on Improved Disarm (a great feat against bosses when playing solo or in small parties), you'll need an Intelligence of at least 13. Otherwise, who needs brains? Keep your Intelligence at 8 and dump your sole skill point into Discipline every turn.

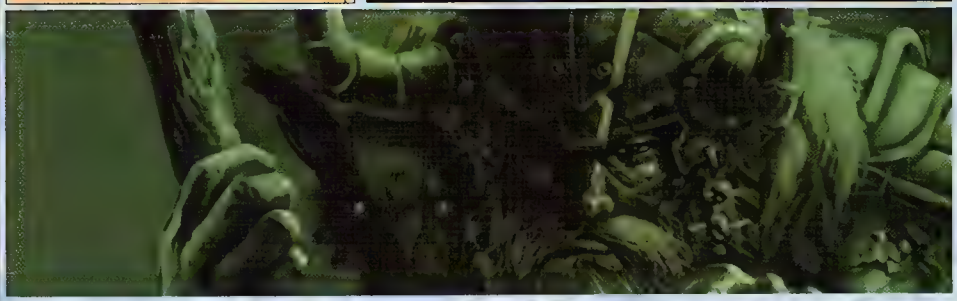
Power Attack is a must-take feat, because it's a prerequisite for the amazingly good Cleave (Power Attack itself is really only good against enemies with very low AC's and inanimate objects). Other highly recommended feats include Improved Critical and the fighter-exclusive Weapon Specialization. Even after taking all of those, you can specialize in some of the esoteric feats, like Improved Disarm (cool), Improved Knockdown (not bad), Improved Parry (good in parties but not solo) and Called Shot/Sap (both suck). Yep, the sky is at the limit as far as customization goes, if you remember to plan ahead.

LEVEL PROGRESSION CHART

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Bonus Feat
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	Bonus Feat
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Bonus Feat
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Bonus Feat
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Bonus Feat
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Bonus Feat
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	Bonus Feat
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Bonus Feat
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Bonus Feat

BONUS FEATS

Ambidexterity	Improved Unarmed Strike
Called Shot	Knockdown
Cleave	Mobility
Deflect Arrows	Point Blank Shot
Disarm	Power Attack
Dodge	Rapid Shot
Improved Critical	Sap
Improved Disarm	Stunning Fist
Improved Knockdown	Two-Weapon Fighting
Improved Parry	Weapon Finesse
Improved Power Attack	Weapon Focus
Improved Two-Weapon Fighting	Weapon Specialization



Monk

Hit Dice: d8	**Skill Points:** 4
Alignments: Any Lawful	**Weapons:** Club, Dagger, Handaxe, Light and Heavy Crossbow, Kama, Quarterstaff, Shuriken, Sling
Armor: None	**Shields:** No

CLASS Monk

ANALYSIS

Of all the new classes in 3rd Edition, Monks are probably the most complex. Playing Monks can be a challenge early in the game; they're too fragile to be tanks, lacking armor and gaining only 1d8 per level, and they're not tough enough to be great fighters, doing a meager 1d6 with their primary weapon (their fists). But as Monks level up they gain great bonuses. Additional attacks come quickly, and with Flurry of Blows monks can be attacking three times a turn by level 6. They compensate for a lack of armor with some impressive defensive abilities, including Evasion, Deflect Arrows, Improved Evasion, and the amazing Diamond Soul. And with fun tricks like Stunning Blow, Improved Knockdown, and Quivering Palm, playing a monk is rarely dull.

Then there are the more subtle advantages, like the best saving throws of any class in the game, a nice little speed bonus, and the fact that they keep gaining great abilities at high levels where the other classes tend to peter out. It's tough starting out, but the advantages make up for the weaknesses at higher levels, and playing a monk is always a good time.

SUGGESTIONS

If you had beauty and brains in abundance, you wouldn't have devoted your life to isolated, quiet contemplation. So leave your Charisma and Intelligence in the 8-10 range and jack up Strength (so you can do some damage), and Dexterity and Wisdom (so your AC isn't a total joke). Extra Constitution hit points never hurt either.

Monks can take some of the lesser-used feats, since they get a ton of good stuff for free anyway. Dodge and Toughness are nice, since anything that boosts a monk's AC and HP Max are essential. Parry isn't the greatest skill, but dumping lots of points into that and taking Improved Parry just feels right for a Monk. Might as well throw some points into Move Silently too, since you're already unencumbered.

LEVEL PROGRESSION CHART

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Attack Bonus	Unarmed Attack Damage	AC Bonus	Speed Bonus
1	0	+2	+2	+2	Unarmed Strike, stunning attack, evasion	+0	1d6	+0	100%
2	+1	+3	+3	+3	Deflect Arrows feat	+1	1d6	+0	100%
3	+2	+3	+3	+3	Still mind	+2	1d6	+0	110%
4	+3	+4	+4	+4	Slow fall (20 ft.)	+3	1d8	+0	110%
5	+3	+4	+4	+4	Purity of body	+3	1d8	+1	110%
6	+4	+5	+5	+5	Slow fall (30 ft.), Improved Trip feat	+4/+1	1d8	+1	120%
7	+5	+5	+5	+5	Wholeness of body, Leap of the clouds	+5/+2	1d8	+1	120%
8	+6/+1	+6	+6	+6	Slow fall (50 ft.)	+6/+3	1d10	+1	120%
9	+6/+1	+6	+6	+6	Improved evasion	+6/+3	1d10	+1	130%
10	+7/+2	+7	+7	+7	Ki strike (+1)	+7/+4/+1	1d10	+2	130%
11	+8/+3	+7	+7	+7	Diamond body	+8/+5/+2	1d10	+2	130%
12	+9/+4	+8	+8	+8	Abundant step	+9/+6/+3	1d12	+2	140%
13	+9/+4	+8	+8	+8	Diamond soul, ki strike (+2)	+9/+6/+3	1d12	+2	140%
14	+10/+5	+9	+9	+9		+10/+7/+4/+1	1d12	+2	140%
15	+11/+6/+1	+9	+9	+9	Quivering palm	+11/+8/+5/+2	1d12	+3	145%
16	+12/+7/+2	+10	+10	+10	Ki strike (+3)	+12/+9/+6/+3	1d20	+3	
17	+12/+7/+2	+10	+10	+10	Timeless body, tongue of the sun and moon	+12/+9/+6/+3	1d20	+3	
18	+13/+8/+3	+11	+11	+11	Slow fall (any distance)	+13/+10/+7/+4/+1	d20		
19	+14/+9/+4	+11	+11	+11	Empty body	+14/+11/+8/+5/+2	1d20	+3	
20	+15/+10/+5	+12	+12	+12	Perfect self	+15/+12/+9/+6/+3	1d20	+4	

FEATS

Monk AC Bonus:
Gained: Level 1
Used: Automatic
Monks add their Wisdom bonus, in addition to their Dexterity bonus, when determining their Armor Class. Every 5 levels (starting at level 5) monks get an additional +1 to their AC

Improved Unarmed Strike:
Gained: Level 1
Used: Automatic
Thanks to this feat, when monks attempt an unarmed attack they do not provoke an attack of opportunity as other characters would.

Flurry of Blows:
Gained: Level 1
Used: Selected
Monks may choose to take one extra attack per round when fighting barehanded or with a kama. All attacks made when using Flurry of Blows receive a -2 attack penalty.

Stunning Fist:
Gained: Level 1
Used: Selected
The victim of a successful Stunning Fist attack must make a Fortitude save (DC 10 + 1/2 attacker's level + attacker's Wisdom bonus) or be stunned for three rounds. Monks may use this ability once per day per level. Constructs, undead and creatures immune to critical hits are immune to this affect.

Evasion:
Gained: Level 1
Used: Automatic
Whenever a spell or effect allows a Reflex save for half damage, monks instead take no damage if they succeed at the save.

Deflect Arrows:
Gained: Level 1
Used: Automatic
When targeted by a missile attack, monks can attempt to deflect one projectile per round if they succeed at a Reflex save (DC 20).

Monk Speed:
Gained: Level 3
Used: Automatic
Beginning at level 3, monks get a speed bonus of 10%, which gradually climbs to 50% by level 20.

Purity of Body
Gained: Level 5
Used: Automatic
After level 5, monks are completely immune to disease.

Improved Knockdown
Gained: Level 6
Used: Selected
When selected, monks can attempt a knockdown attack against a character of the same size with no attack penalty (they get a +4 bonus for each size category the attacker is larger than the defender, and a -4 penalty for each size category smaller). If the attack roll beats the defenders' Discipline skill check, the defender is knocked prone for the next round. Prone characters cannot attack and characters attacking them get a +4 bonus.

Wholeness of Body
Gained: Level 7
Used: Selected
Once per day, a Monk can restore a number of HP equal to twice his or her character level.

Improved Evasion
Gained: Level 9
Used: Automatic
As with Evasion, except monks now only take half damage when they fail a Reflex saving throw.

Ki Strike
Gained: Level 10, 13, 16
Use: Automatic
When attacking characters with Damage Reduction, the character's unarmed attack is treated as an enchanted weapon: +1 at level 10, +2 at level 13, and +3 at level 16. The attack does not do extra damage, it merely circumvents Damage Reduction, allowing Monks to damage creatures like Wights, Wererats, etc

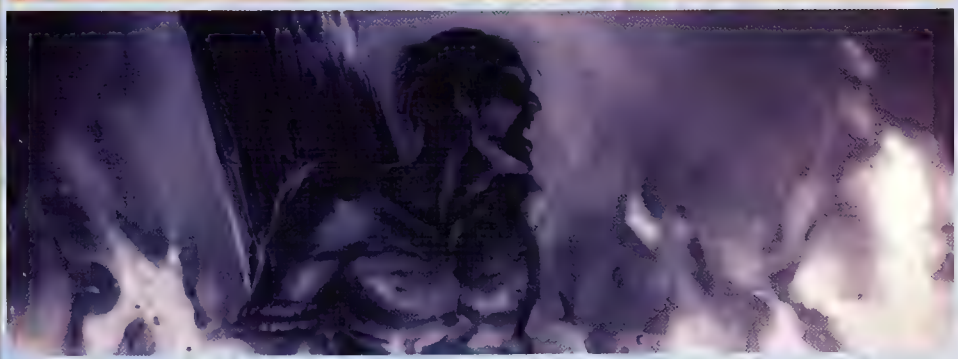
Diamond Body
Gained: Level 11
Use: Automatic
After level 11, monks become immune to poison.

Diamond Soul
Gained: Level 12
Use: Automatic
After level 12, monks gain Spell Resistance equal to their character level + 10. So spells cast at a level 12 monk by a level 12 sorcerer would fail half the time. This is amazing.

Quivering Palm
Gained: Level 15
Use: Selected
The victim of a successful Quivering Palm attack must make a Fortitude save (DC 10 + 1/2 attacker's level + attacker's Wisdom bonus) or die instantly. This attack can be used once per day.

Empty Body
Gained: Level 18
Use: Selected
Twice per day, a high-level monk can become invisible, gaining a 50% concealment bonus.

Perfect Self
Gained: Level 20
Use: Automatic
At 20th level, monks become immune to mind-affecting spells and gain Damage Reduction 20/+1.



Paladin

Hit Dice: d10	**Skill Points:** 2
Alignments: Lawful Good Only	**Weapons:** All Simple and Martial Weapons
Armor: Any	**Shields:** Yes

CLASS Paladin

ANALYSIS

Paladins give up the fighters' bonus feats, but nothing else (except, I suppose, for the capacity to be evil). In return, they get some amazing abilities, including fantastic saving throws (due to Divine Grace) and the ability to Turn Undead. They also get a modest list of divine spells, all of a curative and enhancement nature.

Paladins get a huge amount of bonuses early in the game and suffer very little in the way of drawbacks. In the long run, you may miss the extra feats available to fighters (although the spells are a pretty good trade-off), but early in the game you'll be riding high.

If you're playing another high Charisma character, like a Sorcerer or Bard, it's worth being one level behind in spells to take a level of Paladin just so you can get Divine Grace, Divine Health, and all weapon and shield proficiencies for free.

LEVEL PROGRESSION CHART

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Detect evil, divine grace, lay on hands, divine health
2	+2	+3	+0	+0	Aura of courage, smite evil
3	+3	+3	+1	+1	Remove disease, turn undead
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	Special mount
6	+6/+1	+5	+2	+2	Remove disease 2/week
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	Remove disease 3/week
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Remove disease 4/week
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	Remove disease 5/week
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Remove disease 6/week
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	

SUGGESTIONS

Paladins have a demanding list of stats. All of their abilities are based on Charisma, so a 16+ there is great. As a front-line "tank", you'll need a solid 16 or so in Strength, too. To cast all your spells, you'll need a 14 Wisdom by the end of the game... Ugh. That won't leave you with much. Since Paladins concentrate on melee weapons and heavy armor, you can leave Dexterity at 10, at least. With only 2 skill points per level, you probably don't want to be any stupider than 10, but if you got to do it, you got to do it. In D&D, beauty always trumps intellect, as far as the gods are concerned.

For skills and feats, keep it simple. Take Power Attack, because it's the prerequisite for Cleave, the best fighter feat in the game (and Power Attack is good for door smashing). Later in the game commit to a weapon and pick Weapon Focus and Improved Critical. Discipline is the most important skill, but you should also put a few points into Persuade to play to your strengths.

FEATS

Divine Grace
Gained: Level 1
Use: Automatic
Paladins add their Charisma bonus to all saving throws.

Divine Health
Gained: Level 1
Use: Automatic
Paladins are immune to disease.

Lay on Hands
Gained: Level 1
Use: Selected
Once per day, a Paladin can cure an amount of HP equal to their Charisma Modifer times their Paladin class level.

Aura of Courage
Gained: Level 2
Use: Automatic
Paladins are immune to all fear spells and effects.

Smite Evil
Gained: Level 2
Use: Selected
Once per day, a Paladin can add his or her Charisma bonus to his or her next attack roll, and add a damage bonus equal to his her paladin class level. This is only effective versus creatures of evil alignment.

Turn Undead
Gained: Level 3
Use: Selected
Like Clerics, A Paladin can Turn Undead three times a day, plus their Charisma modifier. The Charisma modifier is also added to the Paladin's level when determining how many undead are turned, and which power level of undead can be instantly destroyed.

Remove Disease
Gained: Level 3
Use: Selected
Once per day, Paladins can use the Remove Disease spell to cure disease from a companion.

Level	BASE SPELLS PER DAY 1	2	3	4
1				
2				
3				
4	0			
5	0			
6	1			
7	1			
8	1	0		
9	1	0		
10	1	1		
11	1	1	0	
12	1	1	1	
13	1	1	1	
14	2	1	1	0
15	2	1	1	1
16	2	2	1	1
17	2	2	2	1
18	3	2	2	1
19	3	3	3	2
20	3	3	3	3

SPELL LISTS

1st-Level Paladin Spells
- Bless
- Cure Light Wounds
- Endure Elements
- Protection from Alignment
- Resistance
- Virtue

2nd-Level Paladin Spells
- Aid
- Bull's Strength
- Eagle's Splendor
- Remove Paralysis
- Resist Elements

3rd-Level Paladin Spells
- Cure Moderate Wounds
- Dispel Magic
- Magic Circle Against Alignment
- Prayer
- Remove Blindness/Deafness

4th-Level Paladin Spells
- Cure Serious Wounds
- Death Ward
- Freedom of Movement
- Neutralize Poison

RANGER

Hit Dice: d10	**Skill Points:** 4
Alignments: Any	**Weapons:** All Simple and Martial Weapons
Armor: Light or Med.	**Shields:** Yes

ANALYSIS

Rangers give up the extra Fighter feats and Heavy Armor proficiency, but get a few nice bonuses in return. They get twice as many skill points, great feats like Favored Enemy and Animal Companion, and the ability to cast a few simple spells, mainly minor healing spells and defensive enhancements like Protection From Elements. If you're playing a single player game, the value of having Animal Companions and Summoned Creatures to draw fire away from you cannot be overestimated. Rangers are perhaps the easiest character to play when going it solo.

If you want to use two weapons in combat, playing a Ranger is definitely the way to go. They get Ambidexterity and Two-Weapon Fighting for free, making it easy to use two weapons early in the game, when it matters most. Shields are for wimps, and you know it.

LEVEL PROGRESSION CHART

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Track, 1st favored enemy
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	2nd favored enemy
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	3rd favored enemy
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	4th favored enemy
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	5th favored enemy

SUGGESTIONS

Since you can't get Heavy Armor, and you'll likely have a weapon in each hand (and no shield), you'll be relying on Dexterity for your AC. And since Rangers tend to specialize in bows (hey, it's tradition), you'll want your Dexterity to be at least 16. Unless you plan on going the straight archer route (only viable in multi-player games), you'll want a few points in Strength, and a Con bonus is always nice too. You need a bit of Wisdom for your spells (anything beyond 14 would be excessive), but Charisma and Intelligence aren't worth much. Rangers get plenty of skill points.

It hurts to have to use one of your rare feats on a Weapon Proficiency, but Weapon Proficiency: Exotic allows you to use all those cool double-weapons that are lying around in Neverwinter Nights. Since these count as light weapons for the second hand, Double Axes and Double Swords are the most damage you can do without suffering an attack penalty. If you plan on using your bow a lot, Point Blank Shot and Rapid Shot are also must-pick feats.

Open Lock and Disarm Trap Skills allow you to capitalize on your high Dex, and Move Silently and Hide in Shadows, when combined with Trackless Step, allow you to act like a Rogue when you're outside. These skills also combine well with bow mastery, allowing you to get a free shot on less observant enemies anywhere in the game.

FEATS

Trackless Step
Gained: Level 1
Use: Automatic
In wilderness areas Rangers get an automatic +4 bonus to Hide and Move Silently checks.

Favored Enemy
Gained: Level 1, 5, 10, 15, 20
Rangers get a +1 bonus to Listen, Spot and Taunt checks against favored enemies, and a +1 damage bonus when attacking. This bonus goes up by +1 every five levels, and Rangers can pick an additional Favored Enemy every five levels. Suggestions for the Official Campaign: Take Undead, Humans, and Outsiders as early Favored Enemies.

Animal Companion
Gained: Level 6
Used: Selected
You can summon an animal companion of your choice once per day. (You can change your chosen animal at each new ranger class level. Animal companions level up as you do.)

Ranger Favored Enemies	
Type	Examples
Aberrations	Beholders
Animals	Bears
Beasts	Owlbears
Constructs	Golems
Dragons	Black Dragons
Elementals	Xorns
Fey	Dryads
Giants	Ogres
Humanoid type	
Magical beasts	Displacer Beasts
Oozes	Gelatinous cubes
Outsider type	
Plants	Shambling mounds
Shapechangers	Werewolves
Undead	Zombies
Vermin	Giant spiders

	BASE SPELLS PER DAY			
Level	1	2	3	4
1				
2				
3				
4	0			
5	0			
6	1			
7	1			
8	1	0		
9	1	0		
10	1	1		
11	1	1	0	
12	1	1	1	
13	1	1	1	
14	2	1	1	0
15	2	1	1	1
16	2	2	1	1
17	2	2	2	1
18	3	2	2	1
19	3	3	3	2
20	3	3	3	3

SPELL LISTS

1st-Level Ranger Spells
- Cure Light Wounds
- Entangle
- Grease
- Resist Elements
- Summon Creature I
- Ultravision

2nd-Level Ranger Spells
- Cat's Grace
- Hold Animal
- Protection from Elements
- Sleep
- Summon Creature II

3rd-Level Ranger Spells
- Aid
- Cure Moderate Wounds
- Invisibility Purge
- Neutralize Poison
- Remove Disease
- Summon Creature III

4th-Level Ranger Spells
- Cure Serious Wounds
- Freedom of Movement
- Polymorph Self
- Summon Creature IV

Rogue

Hit Dice: d6	**Skill Points:** 8
Alignments: Any	**Weapons:** Mace, Morningstar, Quarterstaff, Dagger, Short Sword, Rapier, Dart, Shortbow, Light and Heavy Crossbow
Armor: Light	**Shields:** No

CLASS Rogue

ANALYSIS

Playing a Rogue is a totally different experience from playing any other character class. Your life is all about stealth; avoiding foes, back-stabbing the unaware, setting traps and luring enemies into them. Playing a Rogue is a blast, but it isn't easy. Since you don't receive XP for picking locks or disarming traps, you must kill enemies to progress, even when your abilities lead you to evade them.

Fortunately, there are so many wands and scrolls in the official campaign that Rogues can play as though they were half mage. And with the ability to use shortbows and heavy crossbows, you can always hide behind Daelan or Linu, your henchmen of choice, and snipe away. And you can't deny that it's nice to be able to open every chest and disarm every trap. Pickpocket is a pretty weak ability, though.

LEVEL PROGRESSION CHART

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Sneak Attack +1d6
2	+1	+0	+3	+0	Evasion
3	+2	+1	+3	+1	Uncanny dodge (Dex bonus to AC), sneak attack +2d6
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Sneak attack +3d6
6	+4	+2	+5	+2	Uncanny dodge (can't be flanked)
7	+5	+2	+5	+2	Sneak attack +4d6
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	Sneak atack +5d6
10	+7/+2	+3	+7	+3	Special ability
11	+8/+3	+3	+7	+3	Uncanny dodge (+1 against traps), sneak attack +6d6
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+8	+4	Sneak attack +7d6, special ability
14	+10/+5	+4	+9	+4	Uncanny dodge (+2 against traps)
15	+11/+6/+1	+5	+9	+5	Sneak attack +8d6
16	+12/+7/+2	+5	+10	+5	Special ability
17	+12/+7/+2	+5	+10	+5	Uncanny dodge (+3 against traps), sneak attack +9d6
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+11	+6	Sneak attack +10d6, special ability
20	+15/+10/+5	+6	+12	+6	Uncanny dodge (+4 against traps)

SUGGESTIONS

It's all about Dexterity for Rogues... That's the stat that fuels all your primary skills, your long-range attack rolls, and boosts your AC to compensate for the inability to wear medium or heavy armor. Normally I don't take any stats higher than 16, due to the expense of using the point-buy system, but an 18 for a Rogue's Dexterity isn't a terrible idea. If you'll be using Use Magic Device a lot (and you probably will), a high Charisma is nice... And the Persuade bonus never hurts. Constitution will keep you alive, and everything else is just cream.

Since you'll likely be using a crossbow a lot, Point Blank Shot and Rapid Shot are great feats. If you hope to be decent in melee combat as well, Weapon Finesse is a nice way to put your Dex bonus to work in combat (although you still won't do much damage). Later in the game, Deflect Arrows isn't a terrible idea.

How to use your 8+ skill points a turn? Max out Open Lock, Disarm Trap, Search, Listen, Hide, Move Silently, Set Trap, and Use Magic Device. And you thought it would be hard to spend them all!

FEATS

Sneak Attack
Gained: Level 1, 3, 5, 7, etc.
Use: Automatic
Rogues are natural opportunists who can additional damage (1d6 at level 1 and an additional 1d6 every two levels thereafter) in any of the following situations:
•The opponent is flat-footed (has not yet had its first turn in the initiative cycle, or is incapacitated).
•The opponent could not see you (due to Stealth or Invisibility).
•The opponent is in combat with someone else, and has his or her back turned to you.
Many creatures, including Constructs and the Undead, are immune to Sneak Attacks.

Evasion
Gained: Level 3
Used: Automatic
Whenever a spell or effect allows a Reflex save for half damage, monks instead take no damage if they succeed at the save.

Uncanny Dodge
Gained: Level 3, 6, 11, 14, 17, 20
Used: Automatic
From level three on, Rogues retain their Dexterity Bonus even when caught flat-footed. From Level 6 on, you get bonuses to Reflex saves versus traps: +1 at level 6, +2 at level 11, +3 at level 14, +4 at level 17, and +5 at level 20.

SPECIAL FEATS
At level 10, 13, 16, and 19, you may choose one of the following feats: Suggestion: Improved Evasion, Crippling Strike, Slippery Mind, and Defensive Roll, in that order.

Crippling Strike
Used: Automatic
Any successful Sneak Attack does 2 points of Strength ability damage to the target.

Opportunist
Used: Automatic
+4 attack bonus when making attacks of opportunity.

Skill Mastery
Used: Automatic
You can take 10 when using Disable Trap, Open Lock, or Set Trap skills in combat.

Slippery Mind
Used: Automatic
If you fail a saving throw versus a mind-affecting spell, you get one free reroll.

Improved Evasion
Used: Automatic
As with Evasion, except you now only take half damage when they fail a Reflex saving throw. If you succeed, you take no damage.

Defensive Roll
Used: Automatic
Once per day, when struck by a lethal blow from a weapon (one that would put you at less than 0 HP), you make a Reflex save versus the amount of damage dealt. If successful, and you are not caught flat-footed, you take only half damage.

SORCERER

Hit Dice: d4	**Skill Points:** 2
Alignments: Any	**Weapons:** All Simple Weapons
Armor: No	**Shields:** No

CLASS Sorcerer

ANALYSIS

Sorcerers get only a limited selection of spells known per level, but can cast them a few more times each day (with the ability to rest whenever, that isn't such a big deal). They also gain new spell levels one level later than wizards. So why be a Sorcerer? Well, if you play magic-users in other games and find that the only spells you ever use are the most powerful offensive spells of each level, be a Sorcerer. If you're planning to multi-class with a high Charisma class (like a Bard or Paladin), go Sorcerer. Or, if your play style involves a lot of Persuasion and you want all the NPC's of the opposite gender to be really nice to you, pick the Sorcerer. Otherwise... Be a Wizard. Better variety, faster progression, and free Metamagic Feats beats being able to use more spells per day.

LEVEL PROGRESSION CHART

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	

SUGGESTIONS

Let's start with a Charisma of 16. I wouldn't go any higher, because you'll need high scores in other stats to stay alive. You can always add your bonus point to Charisma at level 4, 8, and 12, ensuring you'll get all the spells that are coming to you. Crank your Dexterity (you'll need it for the AC bonus, and because you'll primarily use ranged weapons), your Constitution (1d4 HP per turn? Try 1d4+3!), and your Intelligence. If you ever want to have any skill points. Strength 8, Wisdom 8.

Just accept right up front that you're a ranged weapon specialist. Melee combat is for summoned creatures and henchmen. You'll be hiding in back with a Crossbow. So choose feats accordingly. Point Blank Shot and Rapid Shot are your best picks in combat. Metamagic feats like Maximize Spell are great, since you get lots of spell slots anyway. And Combat Casting and Toughness can't be beat on defense. Spend one of your two meager skill points on Concentration every turn. The other point? Your pick.

FEATS

Summon Familiar
Gained: Level 1
Use: Selected

Once per day, you can summon a small creature to aid you. You can possess it to scout out other locations, cast spells through it, throw in front of enemies as a roadblock, or whatever. If it dies, you take 1d6 damage, but the familiar can be resummoned again after you rest.

BASE SPELLS PER DAY

Level	0	1	2	3	4	5	6	7	8	9
1	5	3								
2	6	4								
3	6	5								
4	6	6	3							
5	6	6	4							
6	6	6	5	3						
7	6	6	6	4						
8	6	6	6	5	3					
9	6	6	6	6	4					
10	6	6	6	6	5	3				
11	6	6	6	6	6	4				
12	6	6	6	6	6	5	3			
13	6	6	6	6	6	6	4			
14	6	6	6	6	6	6	5	3		
15	6	6	6	6	6	6	6	4		
16	6	6	6	6	6	6	6	5	3	
17	6	6	6	6	6	6	6	6	4	
18	6	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6	6

BASE SPELLS KNOWN

Level	0	1	2	3	4	5	6	7	8	9
1	4	2								
2	5	2								
3	5	3								
4	6	3	1							
5	6	4	2							
6	7	4	2	1						
7	7	5	3	2						
8	8	5	3	2	1					
9	8	5	4	3	2					
10	9	5	4	3	2	1				
11	9	5	5	4	3	2				
12	9	5	5	4	3	2	1			
13	9	5	5	4	4	3	2			
14	9	5	5	4	4	3	2	1		
15	9	5	5	4	4	3	3	2		
16	9	5	5	4	4	4	3	2	1	
17	9	5	5	4	4	4	3	3	2	
18	9	5	5	4	4	4	4	3	2	1
19	9	5	5	4	4	4	4	3	3	2
20	9	5	5	4	4	4	4	4	3	3

Wizard

Hit Dice: d4	**Skill Points:** 2
Alignments: Any	**Weapons:** Club, Dagger, Quarterstaff, Light and Heavy Crossbow
Armor: No	**Shields:** No

CLASS Wizard

ANALYSIS

I didn't want to say it in the Sorcerer section and make all the Sorcerers feel bad, but Wizards are SO MUCH BETTER. For one thing, their key stat is Intelligence, which gets you extra skill points. What does Charisma get you? An extra 100 GP every time you solve a quest and collect your paycheck? Whoop-de-doo. For another, Wizards get higher level spells a turn sooner. Sure, you can't cast them as often, but I have no problem resting for a minute between Meteor Storms. Finally, you get the variety of all the spells in your spellbook (which, if you diligently copy scrolls, is every spell in the game). This is a huge advantage: If you know what you're going up against, you'll always have the spell they're weak to. If you're going up against something with a high Spell Resistance, you can switch to all enhancement spells. Need to identify something? Dump a spell, memorize Identify, cast it, and replace it with something useful. Hard lock to pick? Memorize Cat's Grace four times, rest, cast it four times, pick the lock, and fill those slots with something else. Not sure if a spell will work out well? Try it out a couple times, then replace it with a sure thing. Sorcerers will only get to use 25% of the spells in the game, and where's the fun in that? Oh, and Wizards get free Metamagic Feats!

LEVEL PROGRESSION CHART

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Summon familiar, scribe scroll
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	Bonus feat
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	Bonus feat
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	Bonus feat
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Bonus feat

SUGGESTIONS

Let's start with a Intelligence of 16. I wouldn't go any higher, because you'll need high scores in other stats to stay alive. You can always add your bonus point to Intelligence at level 4, 8, and 12, ensuring you'll get all the spells that are coming to you. Crank your Dexterity (you'll need it for the AC bonus, and because you'll primarily use ranged weapons), and your Constitution (1d4 HP per turn? Try 1d4+3!). Charisma? Ha! Charisma is for Sorcerers.

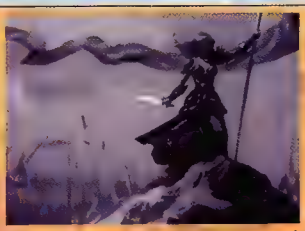
Just accept right up front that you're a ranged weapon specialist. Melee combat is for summoned creatures and henchmen… You'll be hiding in back with a Crossbow. So choose feats accordingly: Point Blank Shot and Rapid Shot are your best picks in combat. Combat Casting and Toughness can't be beat on defense. Metamagic Feats aren't as useful as they are for Sorcerers, since high-level spell slots are more precious, but hey, they're free. Maximize Spell and Quicken Spell can be useful at times. I can't imagine ever using any of the others, though. Still Spell? Silent Spell? Who are they kidding?

FEATS

Summon Familiar
Gained: Level 1
Use: Selected
Once per day, you can summon a small creature to aid you. You can possess it to scout out other locations, cast spells through it, throw in front of enemies as a roadblock, or whatever. If it dies, you take 1d6 damage, but the familiar can be resummoned again after you rest.

BONUS FEATS:
Every 5 levels, a Wizard can choose one of the following Metamagic feats:

- **Combat Casting**
- **Empower Spell**
- **Extend Spell**
- **Maximize Spell**
- **Quicken Spell**
- **Silent Spell**
- **Spell Focus**
- **Spell Penetration**
- **Still Spell**



BASE SPELLS PER DAY

Level	0	1	2	3	4	5	6	7	8	9
1	5	1								
2	6	2								
3	6	3	1							
4	6	4	2							
5	6	4	3	1						
6	6	4	4	2						
7	6	4	4	3	1					
8	6	4	4	4	2					
9	6	4	4	4	3	1				
10	6	4	4	4	3	2				
11	6	4	4	4	4	2	1			
12	6	4	4	4	4	3	2			
13	6	4	4	4	4	3	2	1		
14	6	4	4	4	4	4	3	2		
15	6	4	4	4	4	4	3	2	1	
16	6	4	4	4	4	4	4	3	2	
17	6	4	4	4	4	4	4	3	2	1
18	6	4	4	4	4	4	4	4	3	2
19	6	4	4	4	4	4	4	4	3	3
20	6	4	4	4	4	4	4	4	4	4

SPELL LIST
SORCERER & WIZARD

0-Level Sorcerer/Wizard Spells
- Daze (Enchantment)
- Light (Evocation)
- Ray of Frost (Conjuration)
- Resistance (Abjuration)

1st-Level Sorcerer/Wizard Spells
- Burning Hands (Transmutation)
- Charm Person (Enchantment)
- Color Spray (Illusion)
- Endure Elements
- Grease (Conjuration)
- Identify (Divination)
- Mage Armor (Conjuration)
- Magic Missile (Evocation)
- Negative Energy Ray (Necromancy)
- Protection from Alignment (Abjuration)
- Ray of Enfeeblement (Necromancy)
- Scare (Necromancy)
- Sleep (Enchantment)
- Summon Creature I (Conjuration)

2nd-Level Sorcerer/Wizard Spells
- Blindness/Deafness (Enchantment)
- Bull's Strength (Transmutation)
- Cat's Grace (Transmutation)
- Darkness (Evocation)
- Eagle's Splendor (Transmutation)
- Endurance (Transmutation)
- Fox's Cunning (Transmutation)
- Ghostly Visage (Illusion)
- Ghoul Touch (Necromancy)
- Invisibility (Illusion)
- Knock (Transmutation)
- Lesser Dispel (Abjuration)
- Melf's Acid Arrow (Conjuration)
- Owl's Wisdom (Transmutation)
- Resist Elements (Abjuration)
- See Invisibility (Divination)
- Summon Creature II (Conjuration)
- Ultravision
- Web (Conjuration)

3rd-Level Sorcerer/Wizard Spells
- Clairaudience/Clairvoyance (Divination)
- Clarity (Necromancy)
- Dispel Magic (Abjuration)
- Find Traps (Divination)
- Fireball (Evocation)
- Flame Arrow (Conjuration)
- Haste (Transmutation)
- Hold Person (Enchantment)
- Invisibility Sphere (Illusion)
- Lightning Bolt (Evocation)
- Magic Circle Against Alignment (Abjuration)
- Negative Energy Burst (Necromancy)
- Protection from Elements (Abjuration)
- Slow (Transmutation)
- Stinking Cloud (Conjuration)
- Summon Creature III (Conjuration)
- Vampiric Touch (Necromancy)

4th-Level Sorcerer/Wizard Spells
- Bestow Curse (Transmutation)
- Charm Monster (Enchantment)
- Confusion (Enchantment)
- Contagion (Necromancy)
- Elemental Shield
- Enervation (Necromancy)
- Evard's Black Tentacles (Conjuration)
- Fear (Necromancy)
- Ice Storm (Evocation)
- Improved Invisibility (Illusion)
- Lesser Spell Breach (Abjuration)
- Minor Globe of Invulnerability (Abjuration)
- Phantasmal Killer (Illusion)
- Polymorph Self (Transmutation)
- Remove Blindness/Deafness (Divination)
- Remove Curse (Abjuration)
- Shadow Conjuration (Illusion)
- Stoneskin (Abjuration)
- Summon Creature IV (Conjuration)
- Wall of Fire (Evocation)

5th-Level Sorcerer/Wizard Spells
- Animate Dead
- Cloudkill (Conjuration)
- Cone of Cold (Evocation)
- Dismissal (Abjuration)
- Dominate Person (Enchantment)
- Energy Buffer (Abjuration)
- Feeblemind (Divination)
- Greater Shadow Conjuration (Illusion)
- Hold Monster (Enchantment)
- Lesser Mind Blank (Abjuration)
- Lesser Planar Binding (Conjuration)
- Lesser Spell Mantle (Abjuration)
- Mind Fog (Enchantment)
- Summon Creature V (Conjuration)

6th-Level Sorcerer/Wizard Spells
- Acid Fog (Conjuration)
- Chain Lightning (Evocation)
- Circle of Death (Necromancy)
- Ethereal Visage
- Globe of Invulnerability (Abjuration)
- Greater Dispelling (Abjuration)
- Greater Spell Breach (Abjuration)
- Greater Stoneskin (Transmutation)
- Legend Lore (Divination)
- Mass Haste (Enchantment)
- Planar Binding (Conjuration)
- Shades (Illusion)
- Summon Creature VI (Conjuration)
- Tenser's Transformation (Transmutation)
- True Seeing (Divination)

7th-Level Sorcerer/Wizards Spells
- Control Undead (Necromancy)
- Delayed Blast Fireball (Evocation)
- Finger of Death (Necromancy)
- Mordenkainen's Sword (Transmutation)
- Power Word Stun (Divination)
- Prismatic Spray (Evocation)
- Protection from Spells (Enchantment)
- Shadow Shield (Illusion)
- Spell Mantle (Abjuration)
- Summon Creature VII (Conjuration)

8th-Level Sorcerer/Wizards Spells
- Create Undead (Necromancy)
- Greater Planar Binding (Conjuration)
- Horrid Wilting (Necromancy)
- Incendiary Cloud (Evocation)
- Mass Blindness and Deafness (Illusion)
- Mass Charm (Enchantment)
- Mind Blank (Abjuration)
- Premonition (Divination)
- Summon Creature VIII (Conjuration)

9th-Level Sorcerer/Wizards Spells
- Dominate Monster (Enchantment)
- Energy Drain (Necromancy)
- Gate (Conjuration)
- Greater Spell Mantle (Abjuration)
- Meteor Swarm (Evocation)
- Mordenkainen's Disjunction (Abjuration)
- Power Word Kill (Divination)
- Shapechange (Transmutation)
- Summon Creature IX (Conjuration)
- Time Stop (Transmutation)
- Wail of the Banshee (Necromancy)
- Weird (Illusion)

WALKTHROUGH

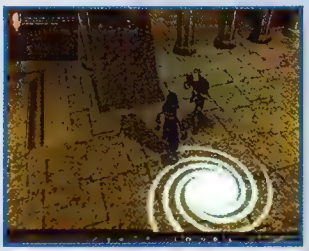
Chapter 1: Part 1
City Core

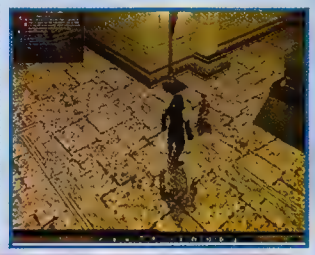
1 The Hall of Justice

After the Prelude (no need to cover that here), your quest begins in the Temple of Tyr, also known as the Hall of Justice. This will be your base of operations in Neverwinter. Talk with Fenthick and Desther (always an unpleasant experience), and continue into the next area to speak with Aribeth. Lovely Ari will be your source of updates for Chapter 1's main quest (***"The Wailing and the Waterdhavians"***), free healing and restoration, and clerical supplies. After a quick update, she'll give you the **Stone of Recall**, a magic item that will teleport you back to this temple at any time. You can then hop right back into the portal and end up right where you were when you used the stone. This is a very powerful effect, since it allows you to warp out in the middle of battles, get healed by Aribeth, and then go right back to the action.

The other important character here is Sergol, the wizard who will be watching over you and respawning you when you die. Using his services will carry a hefty XP and gold penalty, so don't do it often.

As you exit the Hall, you'll pass Tomi Undergallows, a rogue willing to offer his service as a henchman for 150 bucks (or 125 if you're charismatic enough to bargain him down). Tomi will come in handy often, but there are other henchmen at the Trade of Blades building outside, and a level 3 character may want someone sturdier than the frail halfling for their first few quests.

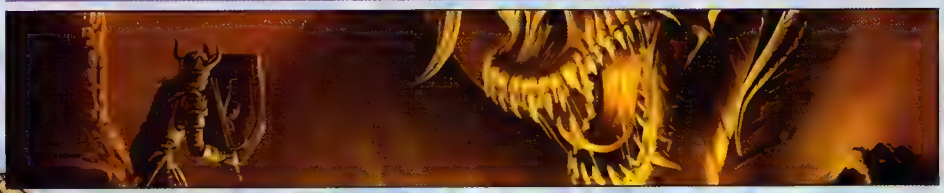




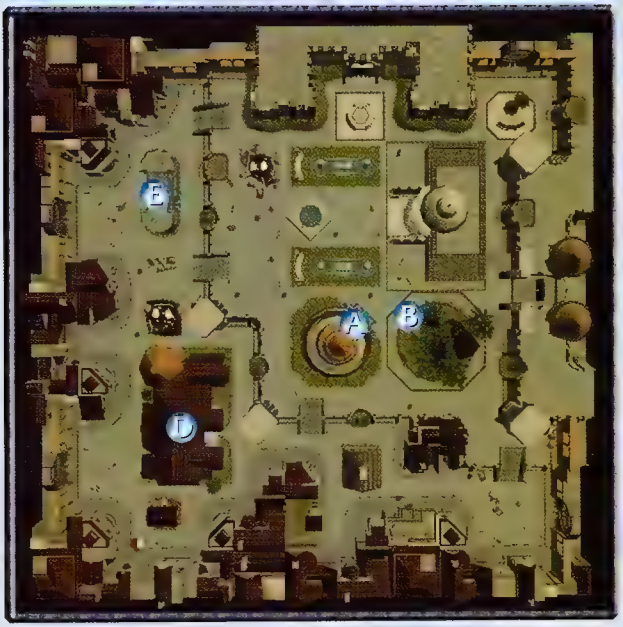
Class Quest 1: The Search for Never's Tomb

If you continue north through the Hall instead of heading west into town, you'll end up in the apse of Reverend Judge Oleff. He'll start by giving you some background on the Tyrran faith, but the conversation will soon turn to the topic of artifact recovery. If he senses you're "spiritually minded" (a cleric, paladin, or monk), he will enlist your help in a side quest, ***"The Search for Never's Tomb."*** If you're not a member of one of those classes, you can convince him that you might still be of use by passing a Persuade check (DC 24). If you fail, you can always try again when your Persaude skill is higher.

The first stop on this quest is in the Peninsula District, where you'll deliver the **Letter from Oleff** and learn more about where to find the three artifacts. For each artifact you return, Oleff will give you 200 gold. If you get all three artifacts, he'll throw in 500 XP and an **Amulet of Natural Armor +1**. Succeed at a Persuade check, and he'll give you **Adamantite**, which you can use to forge a powerful weapon at the Shining Knight.



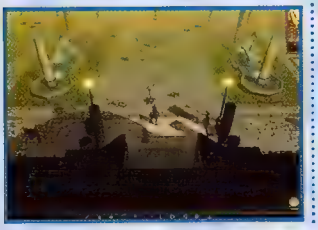
2 Neverwinter City Core



As you leave the Hall of Justice, you'll be approached by a girl named Bethany, who will beseech you to help quell a prison riot in the Peninsula District.

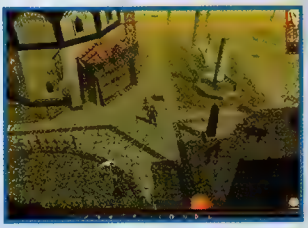
Each of Neverwinter's other four districts has a quest based on one of the missing Waterdhavian creatures, and you can do them in any order you want. Whether the Peninsula District is truly the easiest is debatable, but we have to start somewhere, and can you really say no to poor little Bethany?

There's no hurry, of course. Before you rush off to the Peninsula District, you'll probably want to do some shopping, hire a henchman, enlist in any number of class-specific quests, and raid the unguarded treasure chests throughout the City Core. If you're really greedy, and can pick a lock (DC 22) or smash down a solid door, you can raid the storage rooms in the guard towers on the upper level of the City Core. Henchmen like lock-picking Tomi and smash-happy Daelan can help with the doors.



A Class Quest 2: Cloaktower Membership

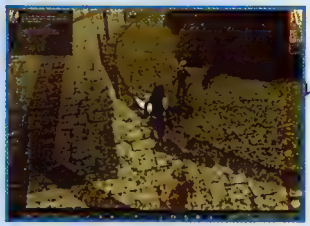
Sorcerers and Wizards can apply for membership at the Many-Starred Cloak Guild in the Cloaktower (this is the only class quest that other classes can *not* get with a successful Persuade check). Before they'll let you in, you have to take part in a little scavenger hunt. You'll find arcane laboratories throughout Neverwinter's four other districts, all subtly marked with a sundial. **Eltoora's Key** (provided here) will give you access to these rooms, and if you retrieve the **Rare Earth Clay**, **Flask of Water**, **Puff of Fog**, and **Kindling Wood**, in that order, you're in… For the first part, at least. The final challenge of the ***Cloaktower Membership*** quest will be discussed in our section on the Docks District.



B Class Quest 3: Zoo Rescue

A Druid named Nyatar is standing by the large tree south of the Hall of Justice. Nyatar offers a shop that specializes in druid supplies, but of more interest is the ***Zoo Rescue*** quest he'll add to your journal. If you're a Druid or Ranger, he'll ask you to help him right off, but members of any other class will need to succeed on a Persuade check (DC 24) to get in on the action. The quest is to free the animals from the dismal Blacklake Zoo. To do so, he'll give you a **Zoo Key Copy** and **Teleport via Plants Scroll**, and ask you to use it on the zoo's tree (only one

tree... Clearly not the finest zoo), then to lead all the animals to the portal. Members of classes that can't speak with animals will also be given a **Scented Fetish** to allow them to communicate with the animals.



Shining Knight Arms and Armor

Durga runs the top floor of the Shining Knight, where he sells a depressingly mundane selection of weapons and armaments. The real action takes place downstairs, where Marrok will custom-forge powerful magic items if you bring him the right supplies. You're not likely to have any of the necessary pieces early in the game, but don't forget about this place! In a few short hours, you'll have some of the pieces necessary to get some great items, including:

Armor

Chromatic Breastplate: Diamond + Magic Armor (AC 5)

Scales of Truth: Special Holy Water + Magic Armor (AC 4)

Leather Whitebone Armor: Gargoyle Skull + Magic Armor (AC 2)

Axes

Sentinel: Adamantite + Magic Battleaxe

Double Axe of the Tall Kin: Adamantite + Magic Double Axe

Stonefire Great Axe: Adamantite + Magic Great Axe

Ice Reaver Hand Axe: Dragon Blood + Magic Hand Axe

Blunt Weapons

Gladiator Club: Ironwood + Magic Club

Ironwood Mace: Ironwood + Magic Dire Mace

Reaver Heavy Flail: Dragon Blood + Magic Heavy Flail

Storm Light Hammer: Diamond + Magic Light Hammer

Foundation Light Flail: Ironwood + Magic Light Flail

Mace of Disruption: Special Holy Water + Magic Mace

Drone Morning Star: Fairy Dust

Swords

+ Magic Morning Star

Rune Hammer: Adamantite + Magic War Hammer

Harbinger Kin Greatsword: Adamantite + Magic Greatsword

Sword Saint Katana: Adamantite + Magic Katana

Astral Blade Longsword: Diamond + Magic Longsword

Namarra Rapier: Dragon Blood + Magic Rapier

Desert Wind Scimitar: Adamantite + Magic Scimitar

Feyduster Short Sword: Fairy Dust + Magic Short Sword

Other Arms

Uthgardt Ceremonial Two-Bladed Sword: Ironwood + Magic Two-Bladed Sword

Ravager Halberd: Dragon Blood + Magic Halberd

Sea Reaver Scythe: Adamantite + Magic Scythe

Fey Spear: Fairy Dust + Magic Spear

Golden Sickle: Special Holy Water + Magic Sickle

The Moonstone Mask

Ophala Celdarstorn, the proprietor of the Moonstone Mask, has a number of exciting opportunities for those with an alignment somewhere south of lawful. For example, if you can pass a Persuade check, she'll ask you to, um, "liberate" a few pieces of art (see the Class Quest 4: Art Theft section). And her boy Torgo sells excellent rogue supplies (including traps, +3 lock picks, and enchanted arrows and bolts).

Art theft is her passion, but it's

the soap trade that pays the bills. If you yearn for "companionship," you'll need to jump through some hoops. First Ophala will give you a **Letter from Ophala** and send you to get a writ from Oleff in the Hall of Justice. In addition to that writ, you'll need a **Pass Coin,** available from Torgo in the corner for 200 bucks.

When you have your writ and the token, you can enter the rooms on the second and third floors. Sadly, they're a crushing disappointment. No possible line of conversation will threaten the game's Teen rating. Sigh. But if you're interested in doing a harlot's bidding for no reward, Tamora has a non-journal quest for you.

Another character of interest here is Gilles, a repugnant fellow who will attempt to make a deal with characters who are in the midst of Oleff's quest.

Class Quest 4: Art Theft

This quest seems geared for Rogues, but is actually open to anyone who passes an easy Persuade check. Ophala wants three specific pieces of art stolen: A **Portrait** from the Rumbottom Estate in Blacklake, an **Urn** from Hodge (also in Blacklake), and a **Statuette** from the Androd Estate in the Docks District. Each item is heavily guarded and will require expertise at opening locks and disarming traps (non-rogues should hire Tomi as a henchman). We'll cover the estates in more detail later.

The prize for each stolen item is 400 gold, unless you get carried away and kill the victim instead, in which case she'll cut your reward in half (as penalties for murder go, that's not so bad). When you've liberated all 3 pieces of art, she'll offer 750 XP, another 400 gold, and if you can pass a medium Persuade check, a **Diamond** (used in weapon creation at the Shining Knight).

Gilles and the Neverwinter Artifacts

If you think Ophala is a piece of work, just wait until you meet Gilles. If you've just begun the ***Search for Never's Tomb*** quest, he'll try to make a deal… He wants the Never artifacts, and he'll beat Oleff's price for the privilege of befouling them for his dark goddess. If you are that morally challenged, then go ahead… Gilles is good to his word, and will pay 600 gold per artifact. A bonus of 600 gold comes when you've delivered all three, and he'll toss in a **Morning Star +1** on a successful Persuade check.

Even if you're not interested in betraying Oleff, play along and keep Gilles talking until he gets to the part about **Jacob's Quill**. When you demand that and he give it up, he disappears for good. Take the quill to Oleff for 500 gold.

E Hire Help at The Trade of Blades

The Trade of Blades, in the northwest corner of the City Core, is where you'll find Graxx, who knows about the fifth and final Class Quest. More importantly, it's also where you'll find the other five henchmen you can hire.

Some tips about henchmen:

- It's important to mix and match your henchmen; not only are different ones valuable in different areas of the game, but each one has a quest of his own, and will give you a valuable item if you help him out.
- To advance a henchman's quest, talk to him frequently. Each henchman has a multipart story, and won't get to the part about what he wants until about the third time you ask. You have to let a good amount of time elapse between story parts.
- Once a henchman has been hired, he'll rejoin you for free any time he's been fired or killed, as long as you keep the token item he gives you when he first joins you.
- Henchmen level up as you do (tell them to level up when you first hire them if their levels don't match yours). The stats presented here are for their initial state, level 4.
- Use the henchmen of your class just enough to finish their quest. Rogues don't need a rogue, bards don't need a bard, and clerics don't need a cleric, but if you bond with a henchman of your class for long enough to be able to solve his quest, he'll give you an item that raises all of your class abilities.

Tomi Undergallows

Level 4 Rogue

CR 3	HP 36	AC 16

Abilities

Weapon Finesse
Skill Affinity (Listen)
Skill Affinity (Move Silently)
Sneak Attack +2d6

Weapon

Kukri (1d6)
Shortbow (1d6)

Description: Tomi (at the Hall of Justice) always has Open Lock skills maxed out, and will automatically try to pick any lock you fail to open. He's also adept at spotting and disarming traps, and will do so automatically. Tomi isn't great in combat, but his rogue skills will keep you safe from traps, and ensure that you can get into any treasure chest you come across.

Tomi's Quest: Tomi is looking for a forger named Belman, who was supposed to make him some documents. Bring him the **Official Document**, and he'll give you the Dexterity- and rogue-skill-boosting **Ring of the Rogue**.

Boddyknock Glinckle

Level 4 Sorcerer

CR 3	HP 28	AC 12

Abilities

Combat Casting
Spell Penetration
Arcane Spellcasting

Weapon

Dagger (1d4)
Crossbow (1d8)

Description: Boddyknock's spells can be a great asset, especially against large groups of enemies. Unfortunately, he's physically weak and is absolutely no help against locks. You won't find him too useful until later in the game.

Boddyknock's Quest: Boddyknock is looking for a bread recipe. He'll reward you with the excellent **Lantanese Ring** (which boosts your Charisma and gives you Regeneration +1) if you bring him the recipe, found in the Beggar's Nest.

Daelan Redtiger

Level 4 Barbarian

CR 3	HP 56	AC 12

Abilities

Barbarian Rage
Dodge
Two-Weapon Fighting

Weapon

Double Axe (1d8+4/1d8+4)
Longbow (1d8)

Description: Hearty, beefy Daelan is the natural choice for a spellcaster or rogue looking for a tough bodyguard. Daelan does a ton of damage, has a lot of hit points, and can bash open most locked chests and doors.

Daelan's Quest: Daelan is looking for his mother's Brooch, an item you may come across in the Docks District. He'll reward you with the Strength-boosting **Amulet of the Red Tiger Tribe**.

Grimgnaw

Level 4 Monk

CR 3	HP 40	AC 12

Abilities

Typical Monk Stuff

Weapon

Bite (1d6)+2
Crossbow (1d8)

Description: Grimgnaw is a hilarious character that is the life of any party. Sadly, comic relief is his greatest strength as a henchman. Weaker than Daelan and useless in most special situations, he's best left behind.

Grimgnaw's Quest: Grimgnaw seeks the death of a fellow member of his order. Bring him the **Iron Ring** that proves she has already perished, and he will reward you with the Constitution-raising **Amulet of the Long Death**.

Linu La'Neral

Level 4 Cleric

CR 3	HP 36	AC 11

ABILITIES

Combat Casting
Extra Casting

WEAPON

Mace (1d6+1)
Crossbow (1d8)

Description: Clumsy, nutty Linu is a fantastic henchman when you know you'll be facing undead, since she can kill or turn them from halfway across the screen. With her healing, enhancement, and (later) offensive spells, she's pretty darn useful in any other situation, too. Her stories are hilarious. Too bad she can't open locks and she sucks at bashing things.

Linu's Quest: Linu is searching for the **Silver Chalice of Moonbow.** When you recover it from Meldanen's Estate in Blacklake, she'll reward you with a Dexterity-boosting **Pendant of the Elf**.

Sharwyn

Level 4 Bard

CR 3	HP 26	AC 11

ABILITIES

Disarm
Bard Song
Alertness
Two-Weapon Fighting
Bard Spells

WEAPON

Two-Bladed Sword (1d8+2/1d8+2)
Shortbow (1d6)

Description: Sharwyn has a wide selection of abilities… Her Bard Song boosts you in combat, her Disarm skill and high strength make her a force at melee range, and her bard spells can stun enemies or put them to sleep. She's not as good of a healer as Linu, and not as good of a lock-picker as Tomi, but can do both fairly well. She would be a great all-around character if the weak little waif didn't die every ten seconds.

Sharwyn's Quest: Sharwyn seeks the **Celestial Elixir,** found in the Peninsula District, to save her mom. She'll thank you with a **Belt of the Performer** that boosts your Charisma and your Persuade skill.

Class Quest 5: The Gauntlet

In Trade of Blades, ask Graxx where the action is, and he'll size you up. If he sees a Fighter, Barbarian, Paladin, or Ranger, he'll tell you about ***The Gauntlet.*** Any other class can get the same information out of him with a successful Persuade check.

The Gauntlet is an underground fighting club in the Blacklake District. Buy a **Gauntlet Pass** from Graxx for 50 bucks, and bring that to the bartender at the Board Laid Bare tavern in Blacklake to get started.

Chapter 1: Part 2
Peninsula District

There are two routes into the prison: through the front door (see ***"The Prison Key"*** points F and G), or via a hidden tunnel in a nearby home (see ***"The Tanglebrook Tunnels"*** points B and I).

1 The Prison Break, Part 1

If you want to help quell the prisoner rebellion, talk to the guard at the door as soon as you enter the Peninsula District.

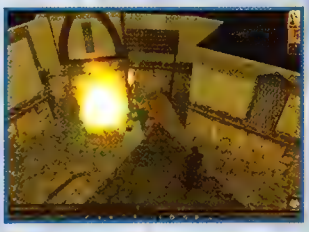
He'll send you to talk to Sedos Sebile, elsewhere in the district. This area is crawling with escaped prisoners, but they won't give any warrior-class characters trouble. Spellcasters will want Grimgnaw or Daelan in tow, though.

There are some decent items on the dock near the entrance (including a high-class treasure chest, with a lock DC of 30).

When you're ready to wade into the feud, unsheath your blade and head up the ramp to the Peninsula's middle level.

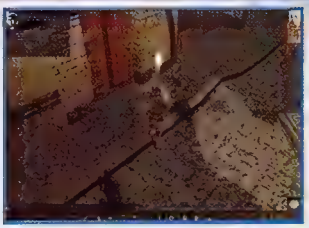
A Torching Corpses for XP

At various points around the Peninsula, you'll find cloth-covered bodies like this one. If you want to be a good samaritan (and make 25 XP a pop), equip your torch, click on the bodies, and make yourself some plague-victim flambé. Good times, my friends. Good times.



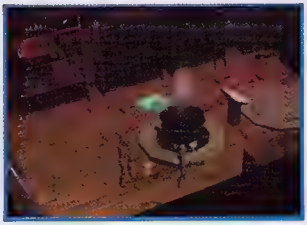
B Master Johns and Ms. Dulcimae

Just about everyone you'll run into in this district is a guard or an escaped prisoner, except for these two. Servants of the Lady Tanglebrook, they know of a hidden tunnel to the prison, via the Tanglebrook Estate (this will start the ***The Tanglebrook Tunnels*** quest in your journal). Good characters can choose to escort the poor servants to the city gates (for 125 XP) or shake them down for some cash (1d6 gold...Don't spend it all in one place).



C The First Cloaktower House

Mages seeking membership in the Guild (see the ***"Cloaktower Membership"*** quest in the City Core) will find their first item here—it's the **Bit of Clay**, guarded by an Earth Mephit.



D The Never's Tomb Excavation Site

Players who have the letter from Oleff that begins *The* ***Search for Never's Tomb*** quest can get into the excavation site here. Briley will tell you the tale of the excavation so far, and you can search the chest near him for **Halueth's Tomb: An Archaeological Logbook**, which lists the other excavation sites, and the **Ceremonial Arrow**, **Shield**, and **Sword** that are the keys to getting inside.

E Mizzenmast Mercantile

For all your mid-riot shopping needs! This shop has a decent selection of staples and defense-oriented magic items.

F Peninsula Guard Headquarters

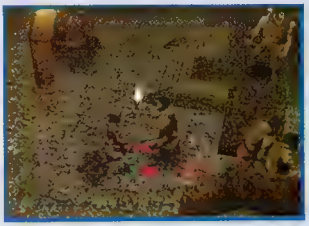
This is where you'll find Sedos Sebile, the guard captain who isn't letting the violent prison riot get in the way of her paperwork. She has the following newsflash: The prison is locked by a prisoner who just might have the key! This begins the ***The Prison Key*** quest.

G Sewer Access

This area is crawling with prisoners, lead by the Gang Leader, an enemy with a CR of 8 (who is worth a ton of XP to a level 3 character). You'll need to wade into the chaos if you want the Prison Key, but you can skip this event if you're using the Tanglebrook Estate entrance.

The Gang Leader is pretty easy to beat, provided you don't let him Sneak Attack you. His weak 1d6 short sword does a not-so-weak 4d6 damage if he can catch you off guard. Progress slowly so you can take out his men before he notices you, and keep your back to a wall so they can't surround you.

The Gang Leader guards a boss chest (which usually has decent treasure) and a group of four doors that lead to the sewers. In the sewers you'll find...another Gang Leader! And another boss chest! Drop the second Gang Leader, and you'll get the **Prison Key** at last. Aren't you glad you decided to do things the hard way?

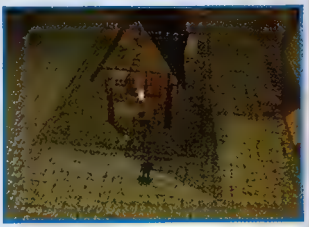


Gang Leader
Level 2 Fighter/ Level 5 Rogue
CR 8, HP 114, AC 12
ABILITIES
Evasion
Uncanny Dodge 1
Sneak Attack +3d6
WEAPON
Short Sword (1d6)

H Rogues Get Richer

This fruit stand on the Peninsula's high ground is surrounded by two high-class treasure chests, locked with DCs of 27 and 30. A third high-class treasure chest (also locked) is in the yard of the house by the plague victim pyre—the first building you'll pass on the way to the prison.

I The Tanglebrook Estate



As promised, the **Tanglebrook Key** is under the mat. Open the door and head inside. What a lovely home, and totally prisoner free. Let's just do a little looting and...WHAT THE HELL IS THAT? Stink Beetles? Stay away from the daze-inducing gas, and fry these guys with spells or long-range attacks.

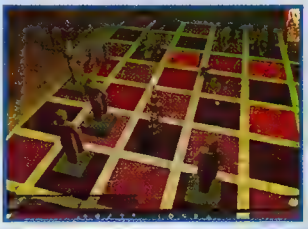
Stink Beetle
Level 3 Vermin

CR 3	HP 19	AC 16

ABILITIES
Stinking Cloud
WEAPON
Bite (2d4)+2

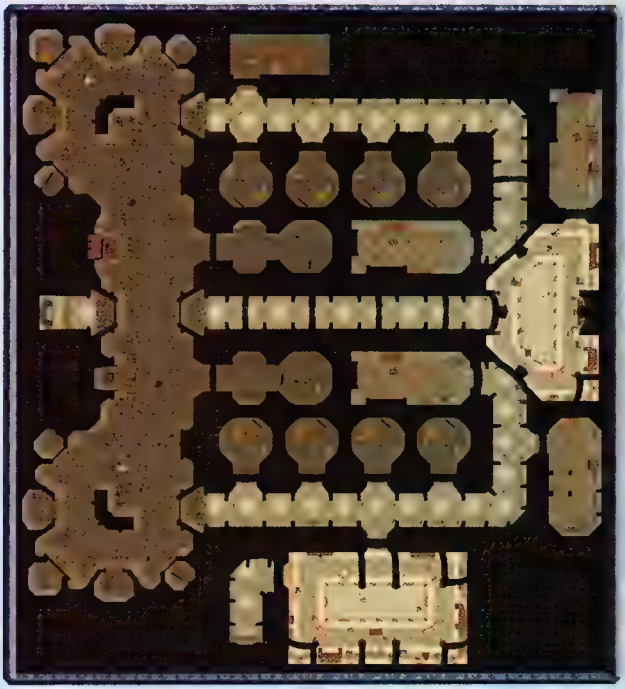
Now, back to looting. You'll find **Lady Tanglebrook's Journal** in a bookcase in the room across from the entrance, and a **Celestial Elixir** in the room across from the beetles. But kill the beetles first, 'cause the door is guarded with a Tangle Trap, and you don't want to the beetles to find you stuck.

Past a weapon rack with a **Dagger +1,** you'll find the door that leads to the giant chessboard. There you'll run into Fire Beetles and Giant Spiders on your way to the door that connects with the prison. Don't forget to examine poor Lady Tanglebrook's body and grab a **Two-Bladed Sword +1.**



2 The Prison Break, Part II

Prison Main Level

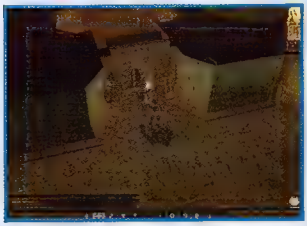


Prison Main Level

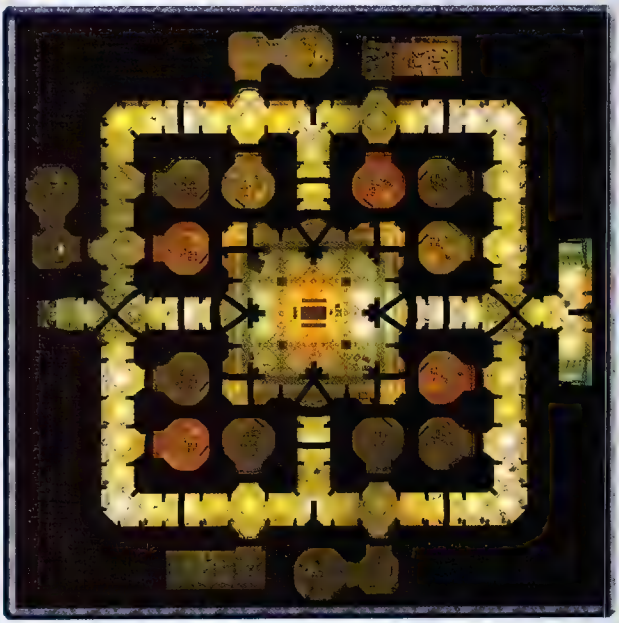
Players who completed ***The Tanglebrook Estate*** quest will enter from the Head Gaoler's office in the south, while players who opted for ***The Prison Key*** will enter from the front door to the east. In the southeast corner between the two entrances is a room with a lightly trapped door where you'll find the **Prison Storeroom Key** and Prison Logbook.

The two offices directly facing the main entrance have the levers that open the rows of the cells in the north and south wings. You can search the bodies of the prisoners inside the cells for treasure, but they don't have much. You'll have slightly better luck in the storerooms and the large torture area on the west side of the map. But the opposition in the torture area includes a Gang Leader, so be careful!

There are also two Guard Dogs locked in small kennels here. The treasures they guard tend to suck, but they're worth killing for the XP; after all, you can just shoot them through the bars *before* you open the door with the nearby levers.



Prison Containment Level



When you first enter the lower floor, you'll meet Emernik, an escaped guard who asks you to follow him into a room to the left of the entrance. Pull the lever to close the door behind you, and he'll give you the low-down on this floor.

The best strategy is to open the door to the big room in the middle, lure some enemies out, and run back to Emernik. By fighting them in that small room, you keep the enemy flood to two or three at a time, and can take advantage of Emernik's skill with the crossbow (the guy has a Dex of 22). You'll need the advantage; the Escaped Prisoners in the big room are much tougher (CR 2), and are led by an Escaped Sorcerer, a high level mage worth 529 XP for level 3 characters. So before you open the door to the central room, use some of those enhancement potions you've picked up along the way.

Escaped Sorcerer

Level 5 Sorcerer

CR 8	HP 80	AC 12

Abilities

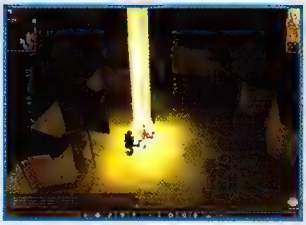
Combat Casting

Spells Up to Level 2

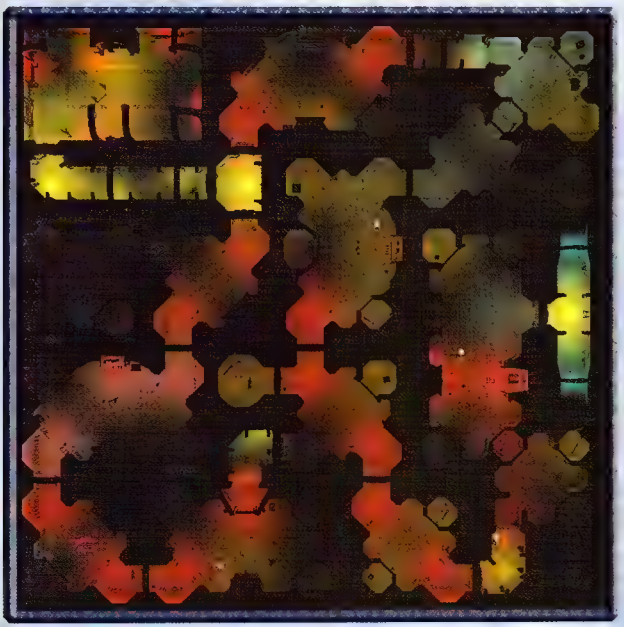
Weapon

Dagger (1d4)

In addition to the master switch that opens all the cells, you'll find two medium chests, two high chests, and a boss-class chest in the corner. But the ones in the middle are locked (DCs of 22 to 30) and the boss one in the corner is trapped. It's a good time to have a rogue in the party!

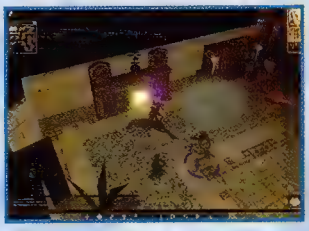


Prison Pits



There is little rhyme or reason to the layout of this area, and few treasures of interest before the Head Gaoler's room. Fortunately, the maze of corridors keeps enemies from ganging up on you, making this an ideal place to slaughter for the XP you need to hit level 4. Enemies here include Former Prisoners (now up to CR 4), Escaped Sorcerers, Gang Leaders, and Guard Dogs. If you're crafty, you can kill a great many enemies by shooting them through gated doors they don't know how to open.

The Head Gaoler's room, in the northwest corner, is guarded by the Head Gaoler's Henchman, Kurdan Fenkt.



Kurdan Fenkt

Level 4 Barbarian

CR 4	HP 74	AC 12

Abilities

Dodge

Uncanny Dodge 2,

Weapon Focus (Greataxe)

Weapon

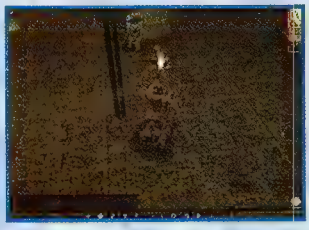
Double Axe +1 (1d8+5)

Kurdan can do an amazing amount of damage with that Axe, so fight carefully and keep your HP high. When he nears death, he will surrender and tell you everything he knows. You can then kill him if you want, but it will negatively affect your alignment. Heal up, save, and use some potions or enhancement spells before you head through the door to the final battle.

A The Head Gaoler

You definitely want to be at least level 4 and have a henchman that's good in combat for this odd final battle. The final room contains the hostile Head Gaoler and four of his former guards. All are controlled by an Intellect Devourer, who will dominate a new target whenever his host is killed. As long as they're not currently hostile, you can dodge the Head Gaoler, talk to the guards, and try to snap them out of it. If you succeed at a Persuade Check, they'll buck the Devourer's control and run for it.

Unless you have a way of charming him out of his hostility, you'll have to fight the Head Gaoler, a warrior that's even tougher than Kurdan was.



When the Gaoler and all the guards are out of the picture (one way or another), you can finally go head to head with the cowardly Intellect Devourer, who has a couple of annoying Dominate Person spells, but no real ability to harm you. Unfortunately, with its incredible Damage Resistance, low-level characters won't have many ways of harming him, either. Your only real chance is to wear him down, so dig in and prepare for a long fight.

You'll find the **Intellect Devourer's Brain** after he dies, some chests with low- and medium-class treasure, and one really nice treasure chest which custom crafts a weapon for your character. If you have Weapon Focus, you'll get a version of your weapon of choice. If not, enjoy your Club, sucka.

Head Gaoler
Level 6 Fighter

CR 6	HP 102	AC 11

ABILITIES
Alertness
Power Attack
Weapon Focus (Halberd)

WEAPON
Halberd +1 (1d10+2)

Former Guard
Level 4 Fighter

CR 4	HP 35	AC 14

ABILITIES
Weapon Focus (Short Sword)
Lightning Reflexes
Power Attack.

WEAPON
Short Sword (1d6+1)

Intellect Devourer
Level 6 Aberration

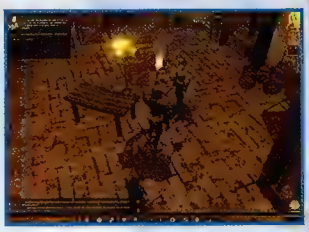
CR 7	HP 72	AC 17

ABILITIES
Invisibility (x6)
Dominate (x6)
Damage Reduction 20/+3
Electrical Resistance 15/-
Immunity to Fire 100%.

WEAPON
Claw (1d3+1)
Claw (1d3+1)

Your Meager Reward

Bring the brain to Sedos before you bring it to Aribeth, or you'll lose the proof that you've completed your quest. This whole quest was worth a paltry 100 XP, but with a high Persuade check you can get an extra 75 gold out of Sedos (otherwise it's 300). Aribeth will then throw in an extra 500 gold and take that dripping brain off your hands. You'll also get a nice spiritual reward (an alignment shift of 3 points toward good) if you tell Bethany back in the City Core that it's safe to go home.



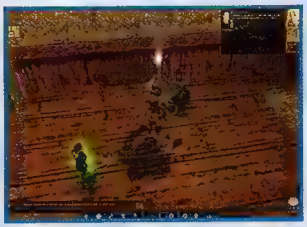
That's one Waterdhavian monster down, three to go....

Chapter 1: Part 3
Beggar's Nest

1 The Undead Infestation, Part 1

The streets of Beggar's Nest are overrun with low-level zombies. They're easy enough to beat without assistance, but I still recommend non-clerics bring that undead-turning fiend Linu along as a henchman. That way, your character can skip and frolic and sing while Linu makes the zombies pop like bubble wrap under a steam roller.

As with the Prison Break quest, there are two different routes into the main enemy's lair. The two quests that lead to this area's Waterdhavian escapee are ***A Strange Cult*** and ***Sword Coast Boys***. At the guard blockade, Gate Captain Ergus will send you to talk to Harben Ashensmith in the Shining Serpent, the location where both quests begin. He'll also lament the loss of one of his men, Walters. This begins the ***Missing Beggar's Nest Guard*** quest.



A The Shining Serpent

The Shining Serpent is three blocks west of the city gate, surrounded by a grassy lawn. Inside, Harben will tell you about rumors he's heard from Krestal and Jemanie.

These conversation strings will add the ***Find Krestal*** and ***Find Jemanie*** quests to your journal.

B The Temple of Helm

A man named Bertrand has sought refuge here in the Temple, where he awaits the return of his brother, Marcus. So begins the ill-fated ***A Lost Soul*** quest, which continues at point 9.

C Krestal's House

Krestal's home is being invaded by zombie members of his old gang, The Sword Coast Boys. Krestal will send you after their leader, Drawl, who has taken over a warehouse to the northwest of Krestal's

house. Thus begins the ***Sword Coast Boys*** quest.

D ✓ Aldo and Hector

In the middle of town, you'll find a busted wagon guarded by the cantankerous Aldo and his wife, Mattily.

They've sent their companion, Hector, to find a wagon part, and they won't budge until he comes back. To complete the ***Aldo & Hector*** quest, you'll first need to find Hector inside the Thomas Wheelwright Wagon Repair building in the southeast corner of town. Bring him back, then offer to escort the whole group to safety. If you can bring them all in alive, you'll get 100 XP.

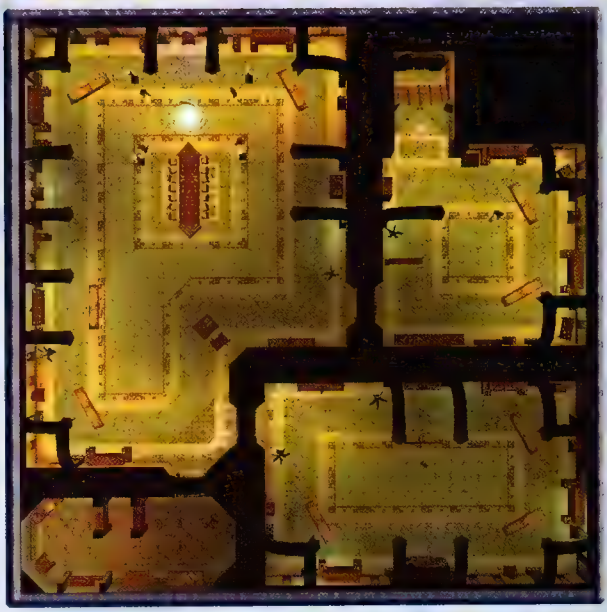
E ✓ Siril's Bakery

It doesn't matter what you do; it will always be too late for poor Siril. But at least you can ensure his **Leaven Bread Recipe** (found on the corpse) survives to bring leaven bread-themed joy to future generations.

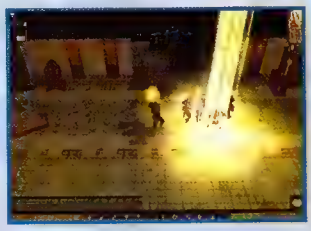
F ? Jemanie's House

Jemanie's brother has fallen into the clutches of a strange cult that meets in a building north of Jemanie's house. Agree to help search, and Jemanie will give you the **Estate Ward Stone** that you'll need to get inside. Your journal will be updated with both the ***A Strange Cult*** and the ***A Missing Brother*** quests.

The Snake Cult Estate (Optional)



If you got the Estate Ward Stone from Jemanie at the beginning of the ***A Strange Cult*** quest, you'll be able to make it past the door, but you'll still receive a hostile reception when you get inside. The cultists in the first room are easy to slaughter, and they're even easier in the second room, where you can cut them down mid-ritual if you're quick.



You can't actually stop the summoning, but after all the theatrics you'll be relieved to see that they've summoned nothing more than a single Imp.

Imp

Level 1 Outsider

CR 3	HP 13	AC 18

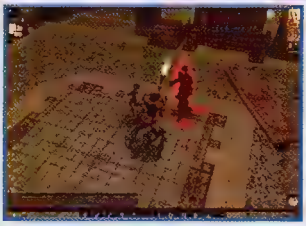
ABILITIES

Invisibility (x3)
Magic Missile (x2)
Spell Resistance 10
Regeneration +2
Damage Resistance: Fire (20/-)
Damage Reduction 5/+1

WEAPON

Imp Stinger (1d4, Quasit Venom Poison)

Only slightly more deadly is the Snake Cult Leader in the northeast room. He has a CR of 7, but most of his clerical spells are defensive or healing; he's good at prolonging the inevitable, but has difficulty killing even low-level characters.



Snake Cult Leader
Level 6 Cleric

CR 7	HP 80	AC 14

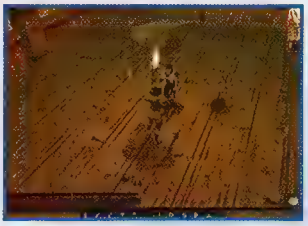
ABILITIES
Combat Casting
Weapon Focus (Morningstar)
Up to 3rd-level Cleric Spells.

WEAPON
Morningstar (1d8+1)

For some background on the cult, check out the book in the Cult Leader's bookcase. Then rest up and take the stairway in the north side of the room to the Underground Crypt (covered in the next section).

The Warehouse (Optional)

The Warehouse in the ***Sword Coast Boys*** quest is a much more difficult route to the Underground Crypt than the Snake Cult Estate is, but also has more potential rewards. The huge outer room is full of ho-hum basic zombies, but the next room is guarded by a much more difficult Sword Coast Boy. Despite the sissy name, this zombie lord has a **Kama +1** in each hand, and wields them fairly well. He's much too tough to turn, and with 111 HP, this could be a long fight. Have some back-up in the form of a healer, some potions, or powerful offensive spells.



Sword Coast Boy
Level 9 Undead

CR 6	HP 11	AC 10

ABILITIES
Ambidexterity
Two-Weapon Fighting
Improved Two-Weapon Fighting

WEAPON
Kama +1 (1d6+2)
Kama +1 (1d6+2)

You'll find a true challenge waiting in the next room—Drawl himself. Yikes! He's a…Lich? Run away! Run awa…Wait, wait, wait. He just *looks* like a Lich. He's actually more of a Skeleton Warrior, but still possibly the toughest opponent you've fought. Switch to a nice bludgeoning weapon to get around his Damage Immunities. Don't have one? Grab the **Heavy Flail +1** from the Weapon Rack on the wall. That should get the fighters into the game, but what about the spellcasters? Since Drawl has a Spell Resistance of 20, they'll be stuck summoning monsters and tending to their henchmen.

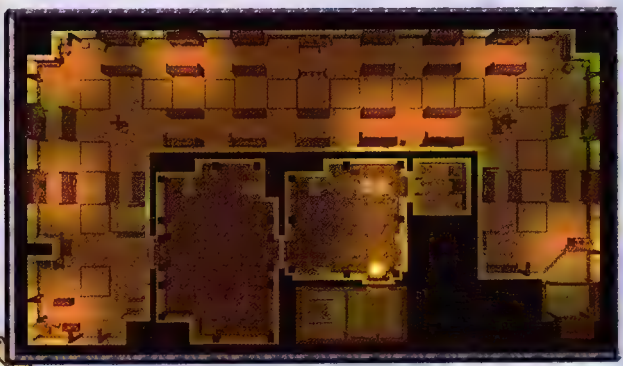
DRAWL
Level 8 Undead

CR 10	HP 70	AC 10

ABILITIES
Damage Reduction 5/+1
50% Immunity to Piercing and Slashing
Spell Resistance 20
Turn Resistance +10
Contagion (x1)
Aura of Fear (x1)
Knockdown
Weapon Focus (Dire mace)

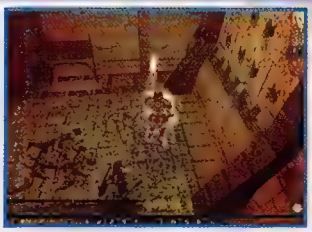
WEAPON
Dire Mace (1d8+1/1d8+1)

After Drawl's death, you can easily pick the lock (DC 18) and save Walters, from the ***Beggar's Nest Missing Guard*** quest. Then hop downstairs into the Underground Crypt (next section) and continue your search for Gulnan.



Alas, Poor Marcus

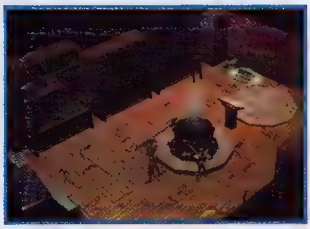
Near the gate to the Graveyard is a grizzly scene: A human corpse surrounded by dead zombies. His belongings confirm that he is none other than Marcus Penhold, the man you were seeking in the ***A Lost Soul*** quest. Among his belongings is the **Penhold Staff**, a powerful magic staff with the ability



to cast Freedom of Movement, Hold Person, and Remove Paralysis. Mages have a moral dilemma here: Keep the staff, or return it to Bertrand in the Temple of Helm for 400 gold, a few XP and the warm fuzzies of a good alignment shift? It's up to you.

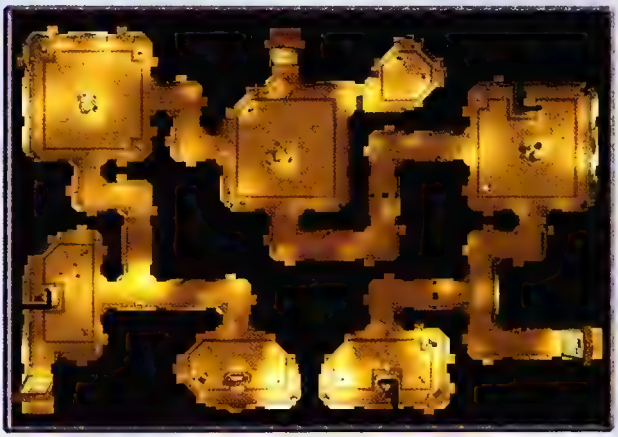
The Second Cloaktower House

Mages in the midst of the ***Cloaktower Membership*** quest can enter this out-of-the-way building for their second item, the **Kindling Wood.** The Fire Mephit that guards it shouldn't cause you much trouble.



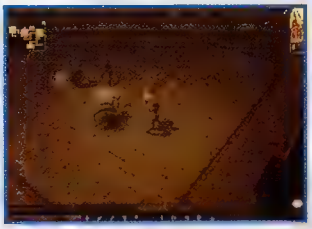
2 The Undead Infestation, Part II

A The Underground Crypt



Players coming from the Snake Cult Estate will enter from the southwest corner of the map, while those who took the passage in the Sword Coast Boys' Warehouse will appear in the southeast. Either way, you won't have much to worry about until you enter the large central room in front of the North door. The enemies here are primarily low-level Beetles and members of the Shadow and Allip families. The Shadows and Allips are fairly easy to beat, but make sure the damage from their ability drain attacks doesn't leave you crippled before your encounter the Bloated Dire Spider.

That spider will be waiting in the central area. Its bite does 2d6 damage and may contain Huge Spider Venom, which is about as fun as it sounds. Best to keep it busy with summoned creatures and familiars while you blow it away with ranged weapons and spells.

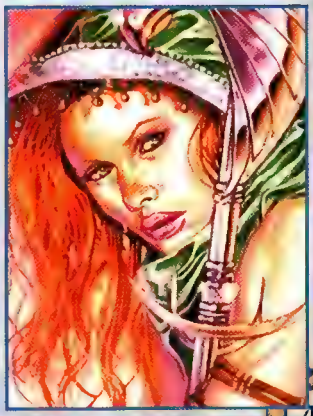


Bloated Dire Spider
Level 10 Vermin

CR 8	HP 110	AC 15

ABILITIES
Immunity to Mind-Affecting and Web Spells

WEAPON
Dire Spider Bite (2d6+1, Huge Spider Venom)



B ✓ The Great Graveyard

The stairs past the spider take you up to the Great Graveyard north of Beggar's Nest (the gate was locked). There isn't much of interest here, just a bunch of zombies that are easily turned (as in "*turned* to piles of quivering entrails") and two crypts. One is part of the ***Search for Never's Tomb*** quest, and the other is home to the vile Gulnan.

C ✓ Halueth Never's Tomb

Well, it may not be *the* Halueth Never's Tomb, but it does contain an artifact that will be of interest to Oleff if you've accepted the ***Search for Never's Tomb*** quest. To get in, solve the chest riddle ("A Wall at Arm's Length") by placing the appropriate item in the chest (one of the ceremonial items found in the original excavation site). Then all that will be left standing between you and the **Ancient Chronicles of Halueth Never** is a seriously peeved mummy.

The mummy doesn't have a ton of HP, but between his Damage Reduction and 50% resistance to all three physical attack types, this can be a long fight. Sorcerers and Wizards can use fire spells like Flame Arrow and Burning Hands for an easy win, but everyone who has to fight at melee range should keep an eye on their Constitution score, as it's slowly sapped by the dreaded Mummy Rot. The DC to heal Mummy Rot is 50, so if you don't have Lesser Restoration spells, scrolls, or potions, you'll need to teleport back to Aribeth after the fight.

MUMMY

Level 6 Undead

CR 6	HP 48	AC 17

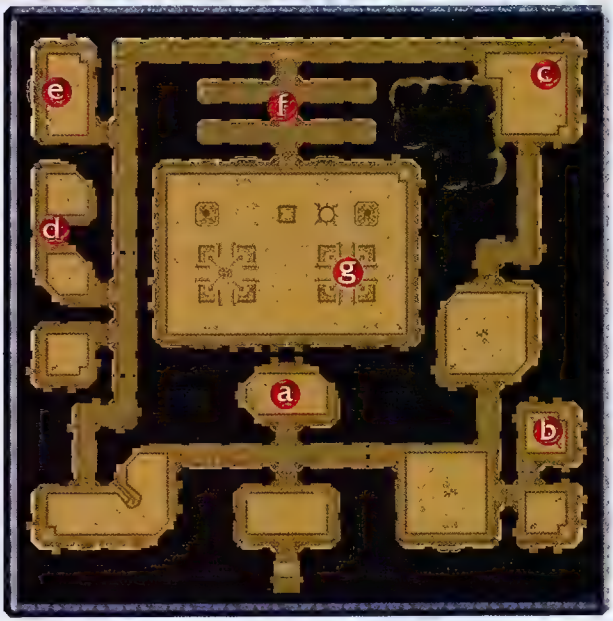
ABILITIES

Aura of Fear (x1)
50% Resistance to Bludgeoning Piercing, and Slashing
Damage Reduction 5/+1
Damage Vulnerability to Fire (50%)

WEAPON

Mummy Slam (1d6+3, Mummy Rot)

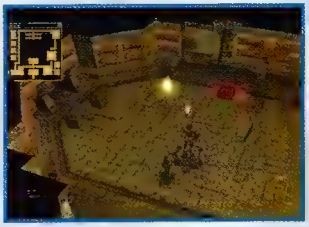
D No The Warrens of the Damned



This giant crypt is full of zombies and ghouls. The ghouls may be a little tougher to deal with, since they have Turn Resistance +2 and the ability to Stun with any successful hit. But in general, the random encounters are little more than an annoyance, especially for anyone with a Cleric in tow.

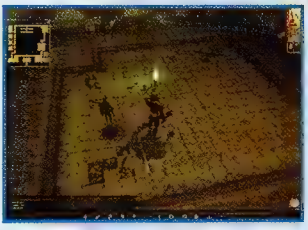
a Comfort and Mummy Rot

Finally, a truly great treasure! This sarcophagus contains the **Armor of Comfort**, a magical suit of Heavy Armor with an AC of 8, 20% weight reduction, and a +2 bonus to Heal checks. It also contains a mummy that appears when the coffin is disturbed (see the Mummy's enemy box for its stats). If battling a mummy isn't worth it to you (it's an especially tough fight for solo Rogues and Bards), note that you can loot the other seven chests without incurring its wrath. Non-Rogues may require Tomi's help; the three high-class chests in the north part of the room are trapped and locked with DCs of 30.



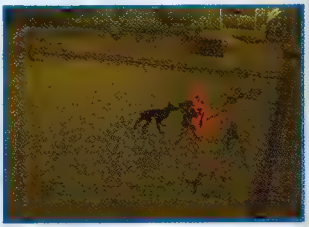
b Torin, Missing No Longer

In this easily overlooked corner of the crypt lies the body of Torin, Jemanie's brother. Grab **Torin's Ring** as proof of his demise and take it to Jemanie to complete the ***A Missing Brother*** quest and earn your reward. The body also contains a copy of the **Ancient Key** needed to enter point g.



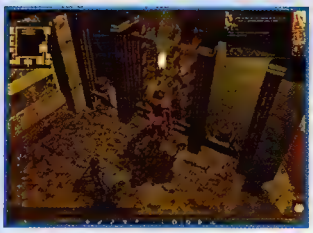
c The Zombie Lord's Treasure

There's a Zombie Lord guarding the only other good treasure chests in the tomb. His stats are in line with the Zombie Lord-based Sword Coast Boy (See Beggar's Nest point H), but he has the ability to cast Stoneskin and Spell Mantle on himself, so Lesser Breach will be handy for spellcasters. If you have trouble dealing with him, avoid him entirely. He doesn't guard anything vital or unusually valuable.



d The Deposed Cult Leader

Ever wonder what happened to the cult's former leader, Jared? You can ask him yourself here, and even pick the gate's lock (DC 18) to unleash his demented brand of Subway-sandwich-eating evil on Neverwinter. Your decision to free him or leave him to rot will have no impact on the rest of the game.



e Gulnan's Office

If you didn't get an **Ancient Key** off Torin's corpse, you can grab one in this room, along with **Gulnan's Journal**, which holds a valuable clue for the boss fight ahead.

f Animated Armor

As you walk down this corridor, the doors on either side open. Each room contains a suit of Animated Armor, which is a very easy encounter. The Sarcophagi contain good treasure, so it's worth the trouble.

g Gulnan's Temple

Gulnan is the hardest creature you've ever fought, so you'll want to focus on her without distractions. As she suggested in her journal, the zombie generator (atop the platform to your right as you enter) will go down in one or two solid hits, and will take her army of undead annoyances down with it.

Now all you have to worry about is one paltry level-10 Yuan-Ti Cleric.

Gulnan
Yuan-Ti Cleric
CR 9 | HP 100 | AC 12
ABILITIES
Spell Resistance 16
Dodge,
Combat Casting
Divine Spells Up to level 5
WEAPON
Scimitar +1 (1d6+3)

The cleric's spells include such gems as Divine Power, Hammer of the Gods, Cure Critical Wounds, Flame Strike, Poison, Contagion, and Bestow Curse. She seems especially fond of casting the last three, which could cripple your character if you fail your saving throws. If it gets bad, remember that you can always use your Stone of Recall, have Aribeth patch you up, and warp right back into Gulnan's lair. Keep your HP at its max initially as she burns through her damage-dealing spells (Flame Strike being the worst), then prepare to finish her in melee combat.

Remember that if she casts Divine Power (and she will), she'll have a strength of 18 and an attack bonus to match, so the fight will be far from over. Spellcasters should prepare and use enhancement and summoning spells exclusively, since Gulnan's Spell Resistance will likely prevent more than half of the offensive spells you throw at her.

There are two boss chests in this room, one of which will create a weapon of whatever type you focused in (just like the one at the end of the Prison). In addition to the **Yuan-Ti Heart** needed for the Wailing Death cure, Gulnan's remains include the **Yuan-Ti Armor**, **Scimitar +1**, and **Special Holy Water**.

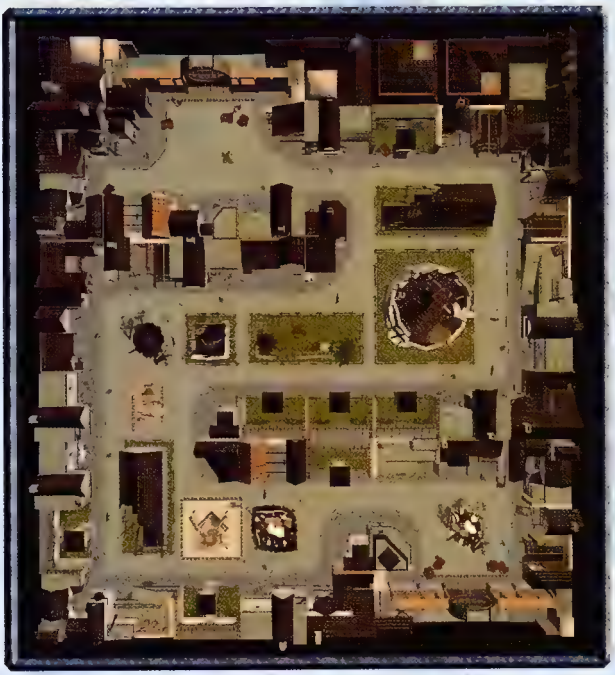
F Hurrah! Sweet Treasure!

Take the Heart to Harben (in the Shining Serpent) first, and you can collect a reward based on your Charisma. High Charisma characters will net 500 gold and a **Necklace of Natural Armor +2**. Medium Charisma characters get 200 gold and a **Short Sword +1**. Low Charisma characters get 500 gold and a pat on the back, with the pat on the back to be delivered later. A successful Persuade check is worth another 100 gold, and even the hideously uncharismatic will earn 400 XP.

You may also get another surprise when you go to visit Harben: An ambush from thieves who want to steal the reagent. (This event may have already occurred in the Peninsula District if you visited that area after returning the Intellect Devourer's Brain to Aribeth.) Grab the **Anonymous Letter** off the thieves' bodies and take it to Fenthick for a cash prize (again based on Charisma). While you're in the neighborhood, drop off Gulnan's slimy heart with Aribeth for another 500 bucks.

Chapter 1: Part 4
The Blacklake District

1 Trouble in No Man's Land

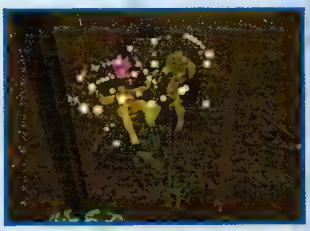


To reach the Blacklake District, you have to pass through a thug-infested wasteland called No-Man's-Land. This area is pure combat, but unless this is your very first quest, the Diseased Thugs and Mad Dogs won't give you much trouble. The dogs do carry disease, so take 'em out first and Heal your wounds after battle.

Talk to Cendran at the entrance of the area to begin the ***Trouble in No-Man's-Land*** quest.

Cendran's only desire is vengeance against Loxar, a half-orc thug who leads the gang of lunatics that have destroyed this area. He has nothing to offer you in return for your services, but since you'll probably have to fight Loxar anyway, you might as well accept. Proceed slowly through the streets, killing everyone as you come across them, so you don't end up having to fight a large pack of foes.

As you wind your way around No-Man's-Land, you'll pass a shattered tower surrounded by a grassy lawn. Inside you'll find Loxar. This is a tough battle, so prepare well (rest up, summon creatures, use potions, etc.) before you open the door.



Loxar
Level 6 Barbarian

CR 6	HP 92	AC 11

ABILITIES
Cleave
Power Attack

WEAPON
Scythe (2d4+2)

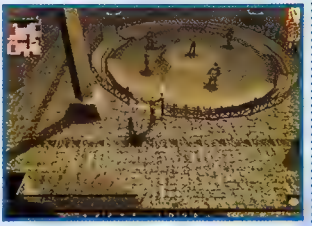
When you do kill this half-orc barbarian, you can bring his head back to Cendran. He gives you nothing in return (not even XP), but the joy on his face as he fondles that dripping, festering skull is thanks enough. Don't miss Loxar's boss chest above the staircase along the northeast wall.

2 The Blacklake District

The guard before the gate can tell you of Blacklake's Principal Quest (***Tension in the Blacklake District***). It should be clear from the start that the food-hoarding wizard Meldanen is behind everything, and will be your primary target. If you're not interested in optional quests, you can go right over to his estate and race through this district in record time. But players who like to stop and smell the roses have many other options.

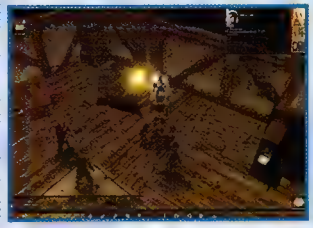
A Formosa

Known rabble-rouser Formosa is leading the anti-Meldanen opposition. Talk to her at her town-square soapbox, and eventually she'll try to put out a hit on the wizard. She's offering a magic necklace in exchange for the key to his warehouse, and 500 bucks if you pry the silver tooth from his presumably dead face. Thus begins the ***Blacklake District: Unrest*** quest.



B The Board Laid Bare Tavern

Talk to Guard Captain Thurin, sitting alone to the right of the entrance.



One of his men has gone missing—Samuel. Offer to help, and you'll get the **Blacklake District: Samuel's Rescue** quest in your journal. The first clue to Samuel's location isn't far away; the dog right outside the Board Laid Bare witnessed the disappearance, and will gladly tell the story to Druids and Rangers.

The Bartender will let you into the back room if you have the **Gauntlet Pass** (acquired from the Trade of Blades in the City Core), continuing ***The Gauntlet*** quest (see point C). He also has the usual selection of items for sale.

The Gauntlet

If you're going to attempt the Gauntlet quest, bring along a powerful henchman and an animal companion if you have one. There are four rounds in all, and they're all pretty easy, even for low-level fighters. Each fighter has a pair of animal companions and a gimmick.

Round 1—Hrusk: Hrusk fights with a flaming handaxe.

Round 2—Fashi: Has Damage Resistance 10/- to Slashing and Piercing weapons, so use a blunt weapon or spells.

Round 3—Agar: The crowd says

Agar uses poison, although I've never fallen victim to it. With 22 Strength, does he really need it?

Hrusk
Level 5 Barbarian
CR 4 | HP 80 | AC 12
ABILITIES
Barbarian Rage
Dodge
WEAPON
Hurst's Axe (1d6 +3 +1d4 fire)

Fashi
Level 6 Monk
CR 5 | HP 54 | AC 17
ABILITIES
Stunning Fist
Improved Unarmed Strike
Deflect Arrows
Evasion
Dodge
Flurry of Blows
Damage Resistance 10/- to Slashing and Piercing
WEAPON
None

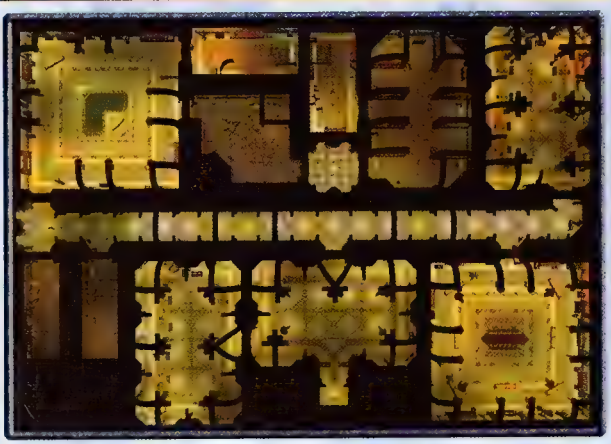
Agar
Level 6 Fighter
CR 5 | HP 56 | AC 11
ABILITIES
Power Attack
Cleave
WEAPON
Shortsword (1d6 +6 + poison)

Round 4—Claudus: Claudus' gimmick is that he cheats, apparently. The crowd has a feeling about this, and Kellisai will all but admit it if you ask her directly. To ensure that she casts the same Dispel Magic on him that she does on you, either Persuade her, bribe her, or ask her not to make your race look bad (for humans only). If she's willing to make the fight fair, Claudus will go down like an old lady with a broken hip.

Congratulations! The **Gauntlet Champion Award**, 400 XP, and the Board Laid Bare tavern are now yours.

Claudus
Level 4 Fighter
CR 3 | HP 34 | AC 11
ABILITIES
Power Attack
Weapon Focus
Weapon Specialization
WEAPON
Longsword (1d8 +3)

Rumbottom's Estate

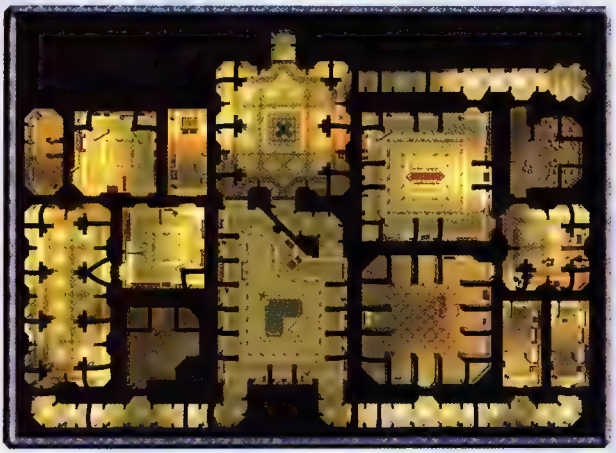


Blacklake is home to two of the three nobles that Ophala hired you to steal from in the **Art Theft** quest. This is a quest for rogues, so even if you charmed your way into accepting it, you'll need a great deal of lock-picking acumen just to get in the front door (DC 28). Non-rogues who attempt this quest will probably want to stock up on +3 Lock Picks at the Moonstone Mask.

When you enter the main corridor after the first room, a guard will run the length of the hall and attempt to hit a gong at the end, alerting all the guards in the east wing to your presence. A knife in the back will put an end to that little plan, and you should pretty much skip the heavily guarded east wing unless you're desperate for treasure or XP. Encounters should be light as you weave through the northwest rooms, collecting decent treasures. Thoms Rumbottom is right in the middle, and has one more easy guard ambush

planned for when you approach him. After you take them down, he'll give up and let you have anything you want (the **Portrait** and a **Spear +1** are in the chest right behind him). There's no point killing him, evil characters, as he has nothing on him.

D ✓ Hodge Estate



Ophala's other ***Art Theft*** target in Blacklake is right across the street. It seems Hodge has recently been a guest of Lord Felderstone, and may have left his Urn behind. Once again, you'll need to pick a lock of DC 28 to get inside, where you'll find a massive home with many treasures to loot. Lord Felderstone is a paranoid man, though, and this mansion is packed full of traps. Fortunately, the encounters are pretty easy, if a little odd (who keeps cougars for home defense!?).

The Gilded Urn, a **Note From Hodge**, and a **Club +1** are all in a chest in a small office in the northwest corner of the mansion. As long as you stay in Detect Mode and vigilantly avoid the traps, you'll be in and out in no time.

E Milly's Secret Tryst

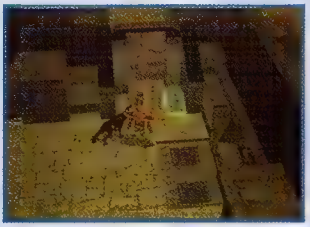
On a successful persuasion check, Milly the laundry woman will tell you the nauseating story of how the wizard Meldanen set up a magic portal in her home for midnight booty calls. I guess the love has died, because Milly will gladly hand over **Milly's Key** so you can enter her home and use the portal to ambush her former lover.

F ✗ Cloaktower House #3

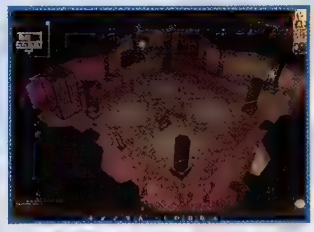
You know how this goes…Those attempting the ***Cloaktower Membership*** quest can battle an Air Mephit here, then reach their hand into the giant dust plume and pull out a **Puff of Fog**. Only one to go!

G ✓ Excavation Site Number 3

The residents of this suburban home stumbled upon the entrance to an ancient underground structure. Sounds like one of Oleff's excavation sites in the ***Search for Neverwinter's Tomb*** quest. Investigate the bookcase to find the secret passage, and prepare to do battle with a small band of undead creatures.



Nothing too tough there, but after the riddle chest ("A splinter delivered in flight," easily solved with another ceremonial artifact), there's a much tougher challenge: Four Swords of Neverwinter. This can be a tough fight for low-HP characters, so spellcasters will want to cast defensive spells before they pass through the door.



Note

If you can't find Swords of Neverwinter in the monster list, it's because they aren't there…The Swords of Neverwinter are merely sword-wielding humans with invisible bodies.

Sword Of Never
Level 3 Fighter
CR 3 | HP 54 | AC 11
ABILITIES
Power Attack
Cleave
WEAPON
Greatsword (2d6-1)

The treasure that awaits in the sarcophagus consists of a **Greataxe +1** and **Halueth's Rusted Armor**. If you're willing to part with the armor, Oleff will give you a paltry 200 gold for it, the cheapskate.

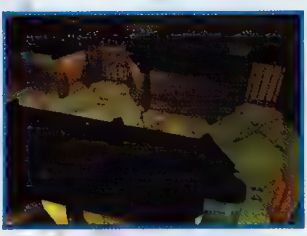
Neverwinter Zoo

If you accepted the ***Zoo Rescue*** quest from Nyatar, it's show time. Pay a gold piece to enter the zoo, then head to the right to enter the back area. A runner will see you and attempt to dash down the hall, opening all the doors in the east wing. These are the guard quarters, and if you're looking to minimize the bloodshed here, you'll want to kill the runner and leave those two doors closed.

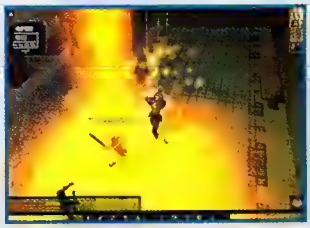
At the end of the hall is the door that leads to the grove. Use the scroll Nyatar gave you on the tree to open the portal, then head back inside and open the first door on your right. Dispatch some guards, and then do battle with the Master of the Pens in the next room. He should go down without much of a fight.

Master Of The Pens
Level 4 Ranger
CR 3 | HP 34 | AC 13
ABILITIES
Abilities: None that matter!
WEAPON
Warhammer +1 (1d8+3)

Pull the master lever to open all of the cages. Continue southward (don't go back around to the front—those doors aren't open), and talk to each animal. Tell them it's safe to go, and they'll dash off to the grove. When all four are free, meet them back at the grove and direct them into the portal.



Your mission is complete, but Montgomery Sureshot Weatherson has yet to pay for his crimes against zoology. If you want vengeance, return to the zoo from the grove, and take the first door on your left. Prepare to defeat a small army of guards, and then heal up for the big finale in the next room. You'd think a master hunter would use something other than a basic shortsword, but I guess he likes the challenge.



Montgomery
Level 6 Ranger
CR 6 | HP 79 | AC 13
ABILITIES
None that matter!
WEAPON
Shortsword (1d6+2)

Loot his room for treasure when you're done. then, report to Nyatar for 400 gold and 500 XP. If you Persuade him into giving you more treasure, he'll give you a piece of **Ironwood**. If you play the fellow druid card, he'll toss in another 200 gold.

Milly's House

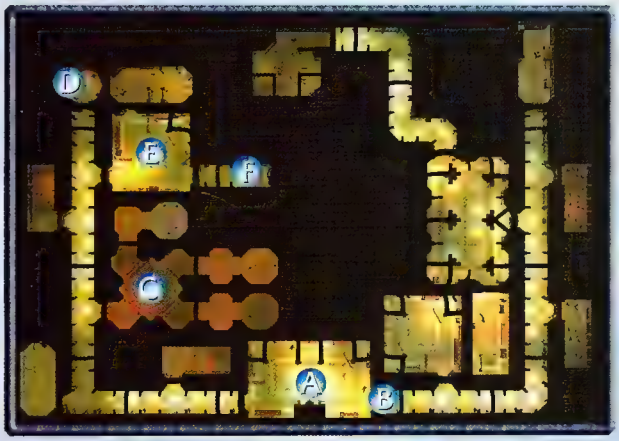
If you got Milly's Key at point F, you can use the portal in this house to warp right into Meldanen's heavily guarded compound.

Meldanen's Estate

If you opted to try the front door, you'll have to get past the leader of Meldanen's Guard, Orrean. There are three ways to get past him: Bribe your way in, persuade him into believing Meldanen is behind the plague, or kill him. If you attempt the last method, be ready to deal with a small army of guards that will appear behind you. The **Meldanen Estate Key** can then be found on Orrean's body.

Orrean
Level 6 Fighter/ Level 2 Ranger
CR 6 | HP 50 | AC 14
ABILITIES
Power Attack
Improved Knockdown
WEAPON
Weapon: Shortsword (1d6+2)

3 Meldanen's Estate, Top Floor



A Conning Grommin

If you entered the estate from the front door, you'll have to get past Grommin. Convincing this half-wit to open the door for you is a cinch. Or you can kill him and take the key—also a cinch. The path to the next floor is to the west, but there's some interesting stuff in the east wing.

B The East Wing

The winding corridor in the northeast leads to a treasure room, although the door is locked (DC 28) and trapped (DC 26). The corridor is also trapped, and the room before the corridor is guarded by a vile Nasty Imp. Players who warped in from Milly's House will have to face that same Nasty Imp as they leave their warp point.

If you decide to go for the treasure, quickly take out the beetles so everyone will be able to concentrate their attacks on the Imp, overwhelming his Damage Reduction and Regeneration.

Nasty Imp
Level 5 Outsider

CR 6	HP 60	AC 18

ABILITIES
Invisibility (x4)
Lightning Bolt (x1)
Magic Missile (x4)
Damage Reduction 5/+1
Damage Resistance: Fire 20/-, Regeneration +2
Spell Resistance 10

WEAPON
Imp Stinger (1d4 + Quasit Venom)

C The Prisons

In the west wing corridor, you'll find the prisons in the second door on your right. Release Samuel to complete the ***Blacklake District: Samuel's Rescue*** quest.

D Lothar's Room

I don't know who this Lothar guy is (he's certainly easy to kill), but he knows his alchemy. Loot the tables for an obscene number of potions.

E Meldanen's Apprentice

The stairs to the lower floor, as well as some fantastic treasure, are being guarded by Meldanen's Apprentice. He'll probably cast Mage Armor and Summon Creature II before you can reach him, but a steady barrage of melee attacks or offensive spells should keep him from getting much more than an Acid Arrow or two off against you. Watch out for traps before the staircase; there's nothing like beating a tough enemy and then dying from a spike in the foot.

Meldanen's Apprentice
Level 5 Sorcerer

CR 7	HP 55	AC 14

ABILITIES
Spells (up to level 2) include Melf's Acid Arrow, Summon Creature II.

WEAPON
Dagger (1d4)

F Meldanen's Inner Sanctum

The first two rooms of the high road contain nothing but treasure (including a **Greatsword +1** in the weapon rack) and a few easy beetle and Mephit encounters. The third has another Meldanen Apprentice, so be prepared. He's left a Slow trap in front of his treasure chest; don't stumble into that in the course of the battle, or things will get a lot trickier. If you take the low road, you'll have an equally good assortment of treasure, guarded by another Nasty Imp.

Meldanen won't appear until you approach the Dryad in the cell. When you do, he strikes. But don't worry too much if he caught you unprepared; Meldanen is actually kind of a wuss, with Magic Missile and the occasional Acid Arrow as his only offensive spells. His Stoneskin may give you fits, but you shouldn't have trouble surviving long enough to force his surrender.

MELDANEN

Level 8 Sorcerer

CR 7	HP 56	AC 17

ABILITIES

Spells (up to level 4) include Stoneskin, Clarity, Invisibility, Ghoul Touch

WEAPON

Staff of Meldanen (1d6, can cast Acid Arrow)

When he surrenders, you'll have several options. You'll have to free the Dryad to get the **Lock of Dryad Hair** (unless you take it from her corpse, you vile fiend), but what you do with Meldanen is up to you. Get his key and let him go? Force him to give you his **Silver Tooth** to con Formosa into thinking he's dead? Extort 500 bucks from him and promise to kill Formosa for 500 more? Kill him for the tooth *and* the lovely **Staff of Meldanen**? So many options! Consider them while you loot his room for **Dragon Blood** and the **Silver Chalice of Moonbow** that poor Linu has spent her life searching for.

Formosa will reward you as promised—500 gold and a **Periapt of Wisdom +1**. If you choose to double-cross her, here's what you'll have to deal with:

FORMOSA

Level 5 Sorcerer

CR 4	HP 19	AC 14

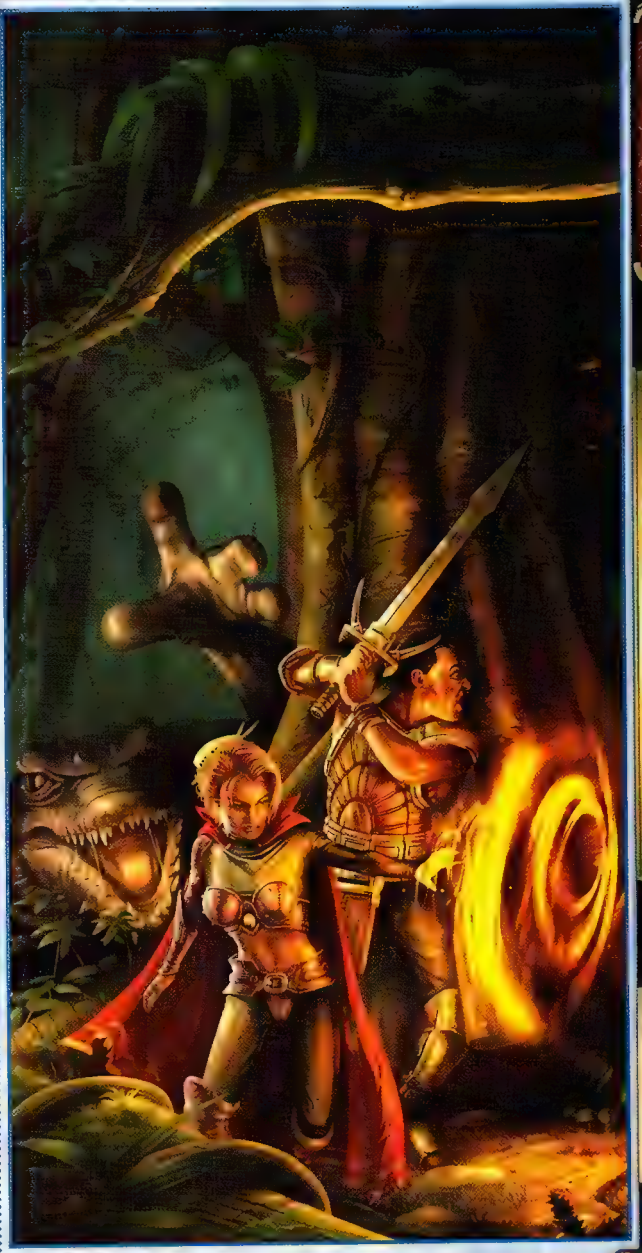
ABILITIES

Spells (up to level 2) include Melf's Acid Arrow, Invisibility, Magic Missile, Mage Armor, Charm Person

WEAPON

None

Don't forget to visit Aribeth and Thurin (if you rescued Samuel) for your other rewards.



Chapter 1: Part 5
The Docks District

1 An Illicit Auction in the Docks District

Gate Captain Soren is no help, but you won't have to wait long to get your first lead.

Almost any encounter with the local thugs will lead to you discovering an **Auction Announcement** among the fallen ruffians' belongings. This announcement updates your auto-map and directs you to The Seedy Tavern (yep, not *a* seedy tavern, but *the* Seedy Tavern). It also adds the ***Trouble in the Docks District*** quest in your journal.

You won't have to go far to get another update; Neibor, who begins casing you immediately, will give you more details when confronted. He's heard rumors that it's a plague cure that's going up for sale, auctioned off by the local Bloodsailors Guild. Neibor will continue to stalk you until you lose him or some sort of tragic "accident" befalls him.

A The Masterson Amulet

Hemmel Masterson, waiting tirelessly in this park, traded a valuable amulet to Callik of the Bloodsail Guild, and now he wants it back. This is the beginning of the ***The Masterson Amulet*** quest.

B The Bloodsailor Ship

A **Bloodsailor Uniform** will make it a lot easier to get into The Seedy Tavern, and there are plenty of ways of getting one. One opportunity comes at Callick's house, but the quickest way is to rush the chumps on this boat (CR 2) and take a uniform off their corpses. Even if you're not doing the uniform thing, you may be interested in the contents of those treasure chests: They contain the Uthgardt **Brooch** Daelan seeks in his Henchman Quest.

C ✓ The Silver Sails

You'll need to come in here later in the quest, but you may want to poke your head in early for a little bit of de-vermining. On the first floor, you'll fight a lot of random beetles and arachnids, culminating in a battle with a Sword Spider. All this for a couple of barrels and webs with low and medium general treasure? Yep. The second floor is an even bigger wash, so don't bother. You'll need **Dara'nei's Locket** (see point I) to get past the strange door.

D The Golden Apple

You can find out where Callik lives (northeast corner) from Gilda here. If you want more **Smuggler's Coins**, which you can redeem for +1 weapons and armor later, you can con a few out of her.

E ✓ Twenty in a Quiver

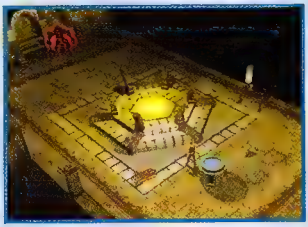
Finally, a store where you can buy +1 weapons and enchanted ammunition! But before you go nuts with basic armaments, take a look at the **Ring of the Wood Elves**. 11,705 gold may sound like a ton of cash, but for Spell Resistance 20, it's a bargain.

F ✗ Cloaktower House

This is the final stop in the first part of the ***Cloaktower Membership*** quest. Kill the Water Mephit, grab your **Flask of Water**, and return to the Cloaktower Guild in the City Core. Eltoora will be impressed if you've recovered all four elements, but the test isn't over yet. Step into the portal to battle her pet Minogon for the final challenge.

You can fight this guy the normal way, or beat him with the elemental puzzle Eltoora set up in the first quest. The room where you battle him has the four objects from the four labs, but this time they contain something a little more useful: The Elemental Wands of Air, Earth, Fire, and Water. Grab the Earth one first and use it to cast Stoneskin on the Minogon. Follow that up with Water to cast Slow, and then Air for Color Spray, and Fire for Burning Hands. If you used all four in the right order, the Minogon will self-destruct without a fight. Don't do it the hard way just so you can save the wands; you can't take them out of this room.

Minogon
Level 8 Sorcerer
CR 6 | HP 68 | AC 15
ABILITIES
Stunning Howl (x3)
WEAPON
Minogon Greataxe (1d12+1d4+5)



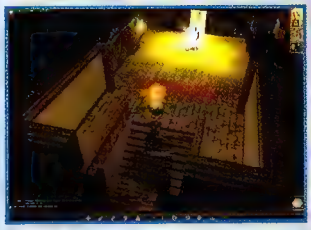
Congratulations! You've earned the **Many-Starred Cloak**, a very useful item that grants its wearer a +2 AC Bonus and Immunity to Sneak Attacks. It is also a magical light source.

G ✓ Callik's House

Anyone who is moderately handy with the Open Lock skill can pick his way into Callick's home (DC 24). His first-floor guards have Bloodsailors' uniforms you can take, but why bother? The key to The Seedy Tavern's back door is waiting upstairs.

Unfortunately, a Bloodsailor Lieutenant is waiting too. He's hearty, but not too tough, having an awkward combination of classes. Take him out at melee range, pick the lock to the treasure room, and help yourself to a boss chest, a couple of **Smugglers' Coins**, **Orders from Callik**, and the **Tavern Key**.

Bloodsailor Lieutenant
Level 3 Wizard/Level 3 Monk
CR 7 | HP 58 | AC 14
ABILITIES
Stunning Fist
Flurry of Blows
Deflect Arrows
Combat Casting
Arcane Spells
WEAPON
Fists (1d6)



H Bloodsailor Storeroom

This strictly optional area, located behind Callik's house, contains a handful of vermin encounters and a big Bloated Dire Spider guarding a boss chest in a heavily-trapped room at the end. Be wary here; the spider usually casts Web (centered on itself), and there are tangle traps in the middle of the room. Shoot the spider from the doorway and force it to come to you. If it tags you with its venom, don't worry. There are three

Potions of Lesser Restoration in the chest behind it.

BLOATED DIRE SPIDER

Level 10 Vermin

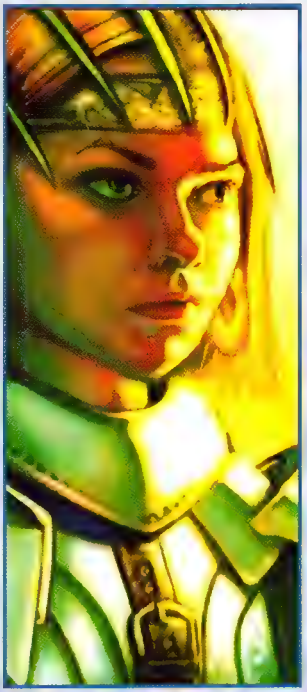
CR 8	HP 150	AC 15

ABILITIES

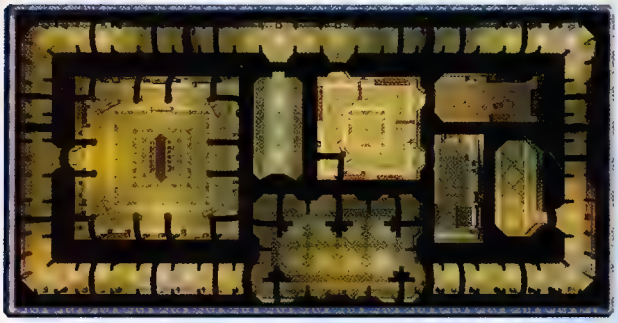
Immunity to Mind-Affecting and Web Spells

WEAPON

Dire Spider Bite (2d6 + Huge Spider Venom)



9. Androd's Estate

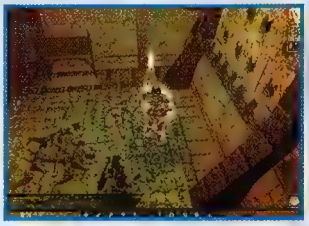


The Androd Estate is your final target in the ***Art Theft*** quest, and is thankfully the easiest of the three. Avoid the guard rooms by looping around to the living room just north of the entranceway. Don't waste time trying to pick the locks of the high-class chests here, because the master key to all of them is in Androd's Room. Instead, do an Open Lock or a solid Bash on the door in the southeast (DC 30, Hardness 5), and Androd will give up everything. The **Gaudy Statuette**, **Androd's Key**, and a **Sickle +1** (the medieval equivalent of a Saturday night special, I suppose) are all in Androd's dresser. Ah, the days of gentleman banditry.

10. The Seedy Tavern

There are three ways to get into this Bloodsailor hang-out. One is to put on a **Bloodsailor Uniform** and knock on the door. Another is to bribe the door guard with five **Smugglers' Coins**. The third is to use the **Tavern Key** from Callik's house to unlock the side door.

You can continue on with your quest, or you can stay in the bar and have some fun. If you're wearing the Bloodsailors Uniform, Jalek, the big Half-Orc Bloodsailor, will challenge you to a drinking contest.



It will take a Con of 19 to win, but even if you're doomed to lose, it's worth playing just to hear the names of the drinks. Playing his game will earn his respect, and Christov (the smaller Bloodsailor) will answer your questions and give you the key to the downstairs part of the bar.

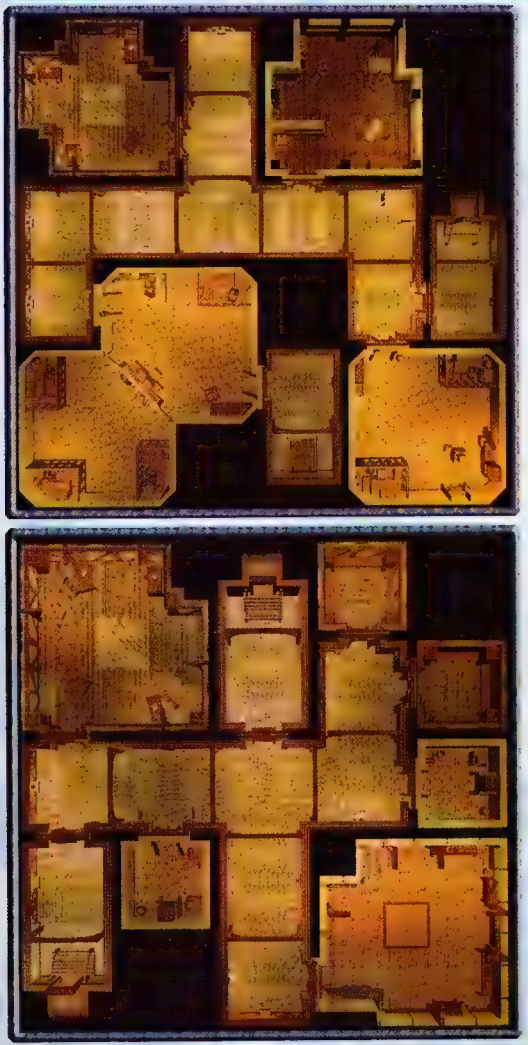
If you don't have that key, you can pick the lock (DC 24). Either way, you'll still have to deal with the Chef that's guarding the door; he demands a password. With a bit of questioning, you can get the password from Ulfnog, the dwarf in the tavern's second floor sauna. But it's easy enough just to bribe the Chef to look the other way.

Spend Your Smugglers' Coins

If you have Smugglers' Coins to spare, the auction is the only place to spend them. Talk to the Auctioneer in the corner to arrange a purchase.

Double Axe +1: 15 coins
Longsword +1: 10 coins
Morning Star +1: 5 coins
Breastplate +1: 15 coins
Large Shield +1: 9 coins
Leather Armor +1: 5 coins
Nymph Cloak +1: 14 coins
Sash of Shimmering +1: 8 coins

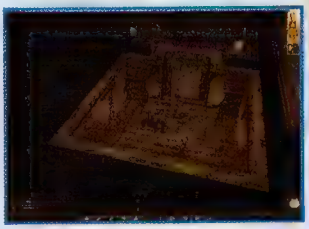
2 The Bloodsailors' Hideout



The lower floors of The Seedy Tavern are crawling with Bloodsailors. The grunts range from CR 0.5 to 3, with lieutenants at CR 5. Virtually all of them have a level or two of Rogue, and are adept at Move Silently and Hide in Shadows. That means you often won't see the Bloodsailors coming until they slip that first blade in your back. Keep your HP near max so you can't be killed by any sneak attacks, and you'll get by just fine.

Dara'nei, Vengual's girlfriend, is being held in a small room two floors beneath the tavern. If you make a quick *U* from the stairs to the lower floor, you'll find her. Kill the pair of CR 2 thugs, and she'll tell you what she knows. If you're honest and reasonably polite, she'll give you **Dara'nei's Locket**, the key to the locked door in the Silver Sails.

Before you return to town, hit the small room to the east of where Dara'nei was being kept, to grab a **Dire Mace +1** and some other treasure. The door in the southwest part of this floor is a shortcut back to town, but the convenience will cost you, as the passage is guarded by a CR 6 Bloodsailor Lieutenant.

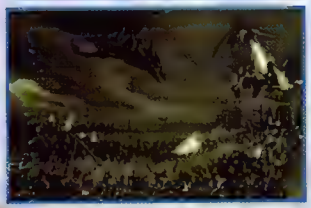


3 The Hunt for Vengual

There are two ways to get to the Aqueducts.

- Return to the Silver Sails and use **Dara'nei's Locket** to open the strange door. After battling another Bloated Dire Spider, you'll gain entry to a quiet section of the aqueducts, where a man named Charon will be waiting with a boat to take you downstream.

- If you botched the conversation with Dara'nei, you'll have to go Callik's route. There's a door set into a concrete bunker just south of Androd's Estate. Kill the guards and use the **Orders from Callik** that you found in Callik's House to get past the gate. On the other side waits Charon, boatman and master of bilocation.



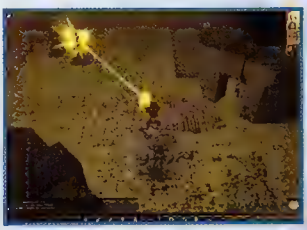
The Final Excavation Site

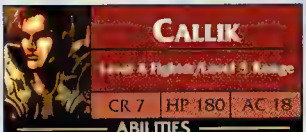
Anyone attempting ***The Search for Never's Tomb*** quest should be careful not to burn any bridges with Dara'nei—the final excavation site is in the aqueduct section beneath the Silver Sail. Head west from the entrance, and you'll find the door and a riddle chest, this one requesting "the tooth of the forge." Give it what it wants (there's only one ceremonial artifact left), and the door will open.

When you take the **Amulet of Tyr** from the sarcophagus inside, the three doors swing open and undead beasts rush out. There's no reason you can't just run at this point; since your work is done here. Head back to Oleff for your reward.

4 Vengaul and Callik at Last

The boat takes you to the sewers, where you'll come across Callik's posse squaring off with Vengaul's posse. Quick, get in there and start killing before they get all *Westside Story* and start singing and dancing! Take out Callik's guards, first—they're only 21 hit points away from oblivion, and you don't want them Sneak Attacking you over and over again while you fight their boss. Callik, on the other hand, is a lot tougher.





Callik

Level 6 Fighter/Level 5 Ranger

CR 7	HP 180	AC 18

Abilities

Called Shot,
Weapon Focus (scimitar)
Evasion
Sneak Attack +1d6
Uncanny Dodge I

Weapon

Scimitar (1d6+4)

When he dies, be sure to scoop up the **Masterson Family Amulet**, and a bottle of **Fairy Dust** that can be used in weapon creation.

Then it's off to visit Vengaul on the other side of the gate. He's an unfriendly coward, so unless you're excessively kind during your conversation, he'll unlock the crate with the **Cockatrice Feather**, order his guards to fight you, and run off. Can you kill him before he makes it to the door? It's fun to try, but you won't get anything if you do. Finish off his guards and grab the feather instead.

Vengaul's Guard

Level 6 Fighter

CR 4	HP 27	AC 11

Abilities

Improved Disarm
Cleave

Weapon

Longbow (1d8), Scimitar (1d6+2)

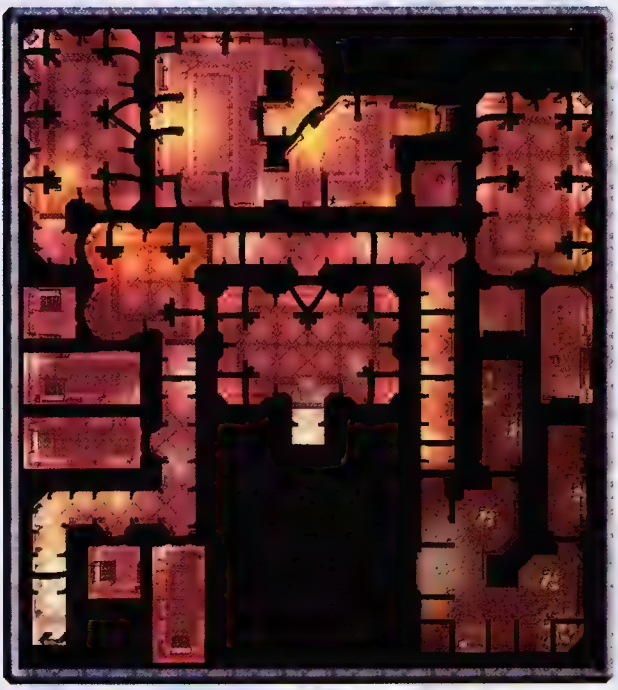
5 Collect Your Just Rewards

That's all four of the creatures! Before you report to Aribeth, do everything else you can. Return the **Masterson Amulet**, turn in your artifacts to Oleff, take the Cloaktower test, turn some of those rare items into magic weapons at the Shining Knight, etc. Then head back to the Hall of Justice and prepare for the end of ***The Wailing and the Waterdhavians.*** There's no strategy in the next part, so we'll skip it and meet you at the beginning of the next area. One tip: Non-clerics should bring Linu as a henchman.

Chapter 1: Part 6
Helm's Hold

There are two paths to Helm's Hold. You can take the road through the front gate, or slip into a cave to the west and get in through the back. The front door is much more satisfying, since it will allow you to see that simpering wuss, Fenthick, one last time. But the encounters are likely to be a lot tougher, so weaklings may want to sneak in through the back. They will enter Helm's Hold at point D-A.

1 Helm's Hold Level 1

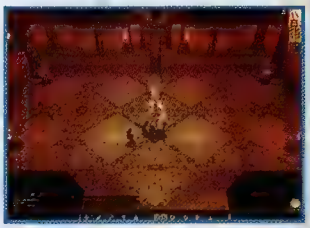


A The Courtyard

As soon as you step through the gate, you'll be assaulted by two hard-level Undead encounters. That's 6 to 10 mystery monsters, anything from Skeleton Mages to Bodaks to Warrior Mummies. I hope you brought Linu! If not, you can always get her when you respawn. Don't miss the opportunity to chat with that wimp Fenthick, waiting in an alcove to the east. The corpse near him is holding an **Etched Gem**, an item that will come in handy soon.

B The Main Entranceway

The spooky Guardian Armors in this room just sit and stare until you try to open the door at the end. Then they come alive and attack, unless you've cleverly placed the **Etched Gem** on the altar in the center of the room. Prefer to do it the hard way? The stats are on the next page.



Guardian Armor

Level 4 Construct

CR 3	HP 22	AC 10

ABILITIES

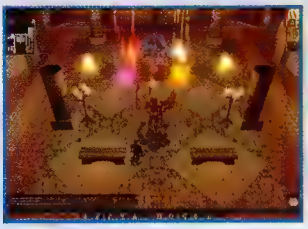
Immune to: Disease
Critical Hits
Death Magic
Paralysis, Level/Ability Drain
Mind-Affecting Spells
Poison

WEAPON

Short Sword (1d6)
Short Sword (1d6)
Slam (1d6)

Chaohinon and The Devil's Deal

The most interesting side quest in Helm's Hold happens here in the northeast, where a half-summoned demon named Chaohinon waits for someone to complete the ritual... Or finish him off. Chaohinon is a demon of his word, and will reward you for freeing him, but the Guardian Spirit of Helm's Hold will reward you if you restore him, too. What is the moral relativist adventurer to do?



The **Black Grimoire** that can complete Chaohinon's summoning (or banish him) is in a bookcase just south of the room where he waits. The **Book of Helm** that will restore the Guardian Spirit if you banish Chaohinon is harder to get, located south of the stairs to the second floor, and east of Chao-Chao's room (don't call him that to his face). That one won't be easy to get, though, as it's guarded by a False Helmite Elite. Get in and take him out (netting a nice chunk of XP) before he can cast Hold Person and make things difficult.

False Helmite Elite

Level 4 Cleric/Level 4 Monk

CR 8	HP 104	AC 12

ABILITIES

Stunning Fist
Deflect Arrows
Dodge
Combat Casting
Flurry of Blows

WEAPON

Fists (1d6+1)

Once you've freed Chaohinon or restored the Guardian Spirit, you can collect a single reward. The list of items offered may differ slightly by alignment, and if you chose "Insight" or "Power," you'll still receive an item, but only if you're Chaotic Evil (the boots from Chao) or Lawful Good (the periapt from the Guardian). Clearly the axe and bow are the best of the bunch, but the Guardian's ring is a good choice for characters that can't equip the weapons.

Rewards from Chaohinon

Ascorian Double Axe: +1 vs. Evil, Vampiric Regeneration +3

Dragon Slippers: SR 10, Dexterity +2, Immunity to Fear and Knockdown

Cloak of Movement: Freedom of Movement

Rewards from the Guardian of Helm

Periapt of Wisdom +1: +1 to Wisdom

Ring of Elemental Resistance: Damage Resistance 15/- to Acid, Cold, Electrical, Fire

Elven Court Bow: Attack+3/Mighty +3

Stairs to the Basement

If you entered from the front gate, there's no need to ever enter the basement. But if you want to do some shopping or rescue the prisoners, feel free to do so. If you entered from the cave, you appeared at point a.

a Jinkies and Johnny

The vile Jinkies awaits at the cave entrance, and will quickly quaff his potions of Cat's Grace and Speed. Ugh... This fighter/rogue can be a little annoying, but he sure beats the army of undead that were waiting at the other entrance.

Jinkies
Level 4 Rogue/Level 3 Fighter

CR 5	HP 68	AC 15

ABILITIES
Power Attack
Dodge, Sneak Attack (+1d6)
WEAPON
Dagger (1d4)

Just past Jinkies, and waiting near the stairs, you'll find Johnny. Calm his nerves, and he'll re-open his storehouse, selling basic weapons and supplies.

b The Prison Block

Unless you're wearing a Helm uniform when you cross this threshold, the prison doors will swing open when you cross this area. If that doesn't sound like a bad thing, then you haven't noticed that most of the cells contain Zombie Warriors. Their leader, a CR6 Zombie Lord (the same kind you fought in the Beggar's Nest), is outside the cells and waiting to strike.

Zombie Lord
Level 9 Undead

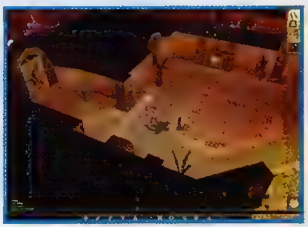
CR 6	HP 129	AC 10

ABILITIES
Ambidexterity
Two-Weapon Fighting
Improved Two-Weapon Fighting
WEAPON
Kama +1 (1d6+2)
Kama +1 (1d6+2)

The non-zombie cells contain Yari, a confederate of Desther's who trapped himself to hide from the zombies, and Dumal, last of the true Helmites. They have many interesting things to say, but can't offer much help for your quest.

B Desther Awaits

When you're done with the basement and base floor, head up this staircase for the final confrontation. There's nothing upstairs except Desther's quarters, where he's hard at work on some foul ritual.



Desther
Level 10 Cleric

CR 6	HP 230	AC 13

ABILITIES
Divine Spells (including Flame Strike, Slay Living, Poison, Restoration, Divine Power, Freedom of Movement, Searing Light, etc.)
Combat Casting
WEAPON
Mace +3 (1d6+4)

Here's the bad news: In addition to his listed abilities, Desther is Hasted, has a Spell Resistance 30, and is Resistant to Piercing, Slashing, and Bludgeoning damage. Here's the good news: He's sucking those abilities away from his zombie slaves. Each one you kill (they have only 6 HP each) costs Desther one of those abilities, so a single fireball could wipe out the whole list. Of course, you'll still have a level 10 Cleric to deal with. Better to use all your enhancement spells and potions before you enter the room, slaughter the zombies, and hit him with everything you have. If you're a fighter, direct your henchman to heal you so you can concentrate on damage (if its Linu or Sharwyn). If you're a spellcaster, let your henchmen and summoned creatures do all the work while you concentrate on enhancing and healing the fighters, weakening Desther and stripping his defenses. Desther has too many hit points for damage spells to be really effective.

After 230 hit points, Desther will surrender (he's still a good 900 hit points away from death). The ensuing conversation will end in you deciding to take him back for judgment, but don't get that far into the conversation until you've done your looting! When you agree to take him back, Chapter 2 immediately begins, and you'll be leaving a great deal of loot behind, including **Special Holy Water, Dragon Blood**, a **Nymph Cloak +4**, and **Gauntlets of Locking Grip**.

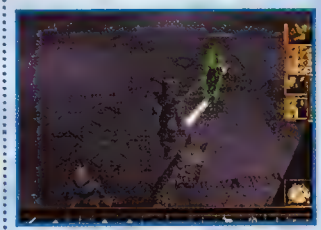
Chapter 2: Part 1
The City of Port Llast

1 Kendrack's Barracks

You start off in a small room here in Kendrack's Barracks. Nothing terribly exciting in this room, so head into the main foyer. Everyone here wants to worship you for saving Luskan, but other than tell you how wonderful you are, they do nothing for you. You can sit and bask in the glory of being a hero, or you can get off your lazy butt and get to work.

A Aribeth

The first person you will want to talk with is Aribeth. This will update your ***"The Search for the Cult"*** journal entry (See **"The Search for the Cult"** sidebar for details). The cult that started the plague must be ferreted out and stopped. Aribeth will tell you to speak with Aarin to find out what he knows of the cult's whereabouts. If you play your cards just right, male characters can sprout a romance with Aribeth by asking how she is doing and making a successful Persuade check when she tries to change the subject. Although it doesn't progress the storyline any, it is a fun little distraction. Besides, there's nothing like a girl on the rebound.



B Aarin

Now go talk to Aarin. Ask him how you can help, and he'll suggest that you start your search for the cult in the caves to the north of Port Llast. He makes some other suggestions and, in truth, you could skip the caves and go straight to Charwood or Neverwinter Wood. However, if you're looking for XP, heading for the caves is not a bad idea.

Aarin is also the romantic counterpart of Aribeth for female characters. Ladies of high charisma with a few points in the Persuade skill can easily steal this poor dope's heart.

C Acquiring Assistance

Once you have your marching orders, find a henchman. All your old friends from the Trade of Blades are here, just waiting for you to come along and save them from their pointless existences. As in Chapter 1, each has a special henchman quest. You need to speak to each henchman a number of times before you have enough information to begin their quests. Also, you won't be able to help them if you didn't complete their quests in Chapter 1. Here are their quests.

Tomi's Quest

Tomi is looking for a ruby, **The Star of Calimshan**, found in Wanev's Tower, south of town. But when you find it, he doesn't want it. Good thing is, you get to keep the ruby, and he'll power up your **Ring of the Rogue**.

Boddyknock's Quest

Boddyknock ruined his father's garden and wants to find a very rare **Prism Blossom Seed**, found in the Creator Race Ruins, to make up for it. If you help, he will power up the **Lantanese Ring** you obtained from him in Chapter 1.

Daelan's Quest

Daelan's mother's death must be avenged! He's had a dream in which he saw the weapon used to kill his mother—it's a notched axe. Find and return to him the **Great Axe** held by Gorkan the dwarf to complete the quest.

Grimgnaw's Quest

Grimgnaw seeks a mummified hand that has not been touched by undeath. When you find it in the Arcane Brotherhood's Tomb and return it to him, the **Amulet of the Long Death** he gave you earlier will be enhanced.

Linu's Quest

Linu is in search of her lost husband and the **Journal of Synth La'neral**. Return the journal to her, and the **Pendant of the Elf** she gave you will be enhanced. You will find the journal on the first level of the Troll Caves along the East Road.

Sharwyn's Quest

Sharwyn is in need of a **Lock of Nymph's Hair**, found in Neverwinter Woods Nymph's Home, to free her former love from an enchantment. She'll power up your **Belt of the Performer** as a reward.

The Search for the Cult

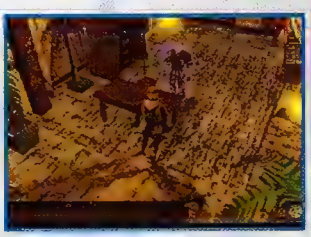
OK, so you want to find out where the cult is hiding? Well, start following your leads. Your goal in this chapter will be to find "two firm leads" as to the whereabouts of the cult. That means completing two of three "The Search for the Cult" quests (***Relmar's Journal***, ***Charwood Journal***, and ***Vardoc's Hunt***). Both ***The Search for the Cult: Ganon's Journal*** and ***The Search for the Cult: Solomon*** quests build storyline and fit in with other minor quests, but do not provide the proof Aribeth needs. But why not finish 'em all? Getting good XP never hurts... well, it might hurt a little, but that's what clerics are for.

The Bounty Hunt

Now for some questing! Here in Kendrack's barracks, you can speak with Kendrack himself. He will ask you to track down some escaped convicts. This will begin the entry in your journal for the ***Port Llast: Bounty Hunt*** quest. For every convict's left ear you return to him, he will give you a reward.

Kendrack has a good idea where each of the five escaped convicts are: Zor is near Luskan; the Stirge is somewhere down south; Wyvern is in the Neverwinter Woods; Delilah is somewhere to the east of town; and Yesgar has, unfortunately, eluded his detection. As you continue your other quests you will come across each of these rapscallions. The only one left to find will be Yesgar. We'll catch up with him later.

The rest of the barracks are pretty mundane. You won't find anything of much value hidden anywhere here. Just some chests with general low and class-specific low things.



2 Exploring Port Llast

If you've been looking for a town full of amazingly pitiful whiners, then you've come to the right place. Port Llast is full of them, from your average farmer complaining about the weather to the sailors whining about this cruddy town and just about everything else in between. Port Llast has 'em all! Port Llast: All whine, all the time! Are you sure the real plague isn't the locals of Port Llast?

There are little random bits of stuff to be found all around town, even in the well, but they're typically low to mid-range things. There are, however, a few worthy loots. Behind the temple is a sarcophagus with random low-range class-specific items inside. Remember to search everywhere!

Fortunately, a few people have managed to remain decent while the rest of the town has deteriorated into a bunch of whining saps. Let's go meet them.

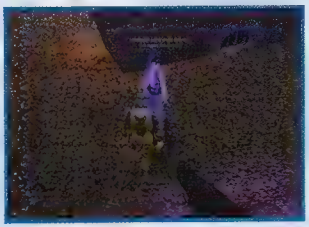
A A Desperate Son

Just outside Kendrack's Barracks is a young man who is desperate for some help. Talking to him will open up the ***North Road: Gerrol's Wife*** quest entry in your journal. (See the North Road section for more information.) His mother has been kidnapped, and he wants you to speak with his father. When you leave to investigate the caves to the north, you can find out more about this quest.

If you too are desperate for money, you can try threatening the farmers or lying to them about being a tax collector, and they will give you as much as 50 GP. Of course, you will have to live with the possibility that the farmer and his family will starve, but screw 'em… right? You can also ransack the farmers' houses to get low- to mid-range things—and don't forget to look upstairs.

B Shaldrissa: The One You Wish Got Away

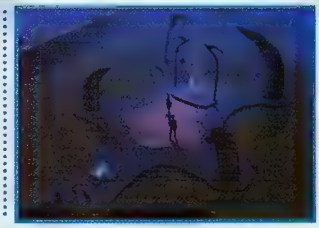
Now, I said that there were a few people in town that weren't always whining, but Shaldrissa isn't one of them. Before you go in search of the convicts, try speaking with her, but keep your hand firmly on your wallet. If you butter her up right, Shaldrissa might ask to go with you, but it will cost you 1,000 GP… make that 2,000 GP… "Well, I really couldn't leave for less than 3,000 GP." After you decline, she will hate you terribly. Hell hath no fury… Oy!



C Eltoora and the Tomes of Imaskar

Now, on to Eltoora. While also providing the "finest assortment of magical goods" in Port Llast (to those who bring a magical reagent she desires), Eltoora is also interested in a set of magical tomes. Ask her about work to open the journal entry for the ***Port Llast: The Five Tomes of Imaskar***

quest. She wants you to retrieve the Five Tomes of Imaskar, scattered around the region. They are the Tomes of Resonance, Life, Death, Ice, and Fire.



The Locations of the Tomes of Imaskar

Life: As Eltoora mentions, Brother Toras is dead. His final resting place is the Tomb of the Arcane Brotherhood, just outside the gates to Luskan along the North Road.

Fire: The tome is in the possession of Karlat Jhareg in one of his libraries in Castle Jhareg in the town of Charwood.

Ice: Just as Eltoora suggests, this tome is in a tower: Wanev's Tower, along the South Road.

Death: This tome is in a chest, in a library in Quint Jhareg's quarters within Castle Jhareg.

Resonance: This one is in the personal library of the witch, Setara, in the Neverwinter Woods.

Return here after obtaining each one for the reward of 500 GP apiece. Not bad money, plus you can squeeze another 100 each if you make a successful Persuasion check. Or you could try to "beat more" out of her. But be warned; if you threaten her, she won't be so willing to do business in the future, and she won't give in to your bullying again. You brute!

Wizards and Sorcerers should know that while obtaining these tomes is a long and arduous quest, there is a special payoff for you. When a tome has been recovered, Eltoora will allow you to use the tomes to make some items in her lab. This can get you some pretty great stuff.

D Eltoora's Lab

You can enter this area by stepping on to the platform next to Eltoora. Once you have the tomes go here and speak with Saer and he'll explain how to use the books of Imaskar. He's a little crazy, though. Put your items in the chest in the next room and then cast the appropriate spell at the chest. This will activate the "formula" and produce special items, some of great usefulness.

Eltoora's Lab Items

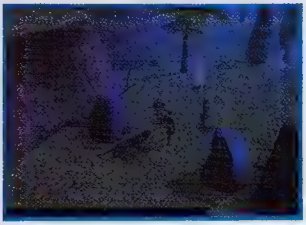
Tome	*Item 1*	*Item 2*	*Spell*	*Created Item*
Death	Ettercap's Silk Gland	Skeleton's Knuckle	Improved Invisibility	Ring of Protection +3
Ice	Skeleton's Knuckle	Quartz Crystal	Mage Armor	Amulet of Natural Armor +3
Fire	Fire Beetle's Belly	Quartz Crystal	Fireball	Staff of Power
Resonance	Ettercap's Silk Gland	Fenberry	Lightning Bolt	Wand of Lightning
Life	Fenberry	Quartz Crystal	Endure Elements	Ring of Elemental Resistance

A few chests lay about that provide small to mid-ranged loot. Watch out for traps in the bedroom. Also loot Kermit, the potted plant of holding, for low-range general items.

B The Ranger, Ballard

Head down the hill and to your left to find a small grove of trees. Within this merry wood you will find Ballard, a ranger, who needs your help in finding out about the animal attacks going on in Neverwinter Woods. This opens up the journal entry for ***Neverwinter Woods: The Spirit of the Woods***. He tells you to go speak with

Aawil, the head of the druid order in Neverwinter Woods, about the attacks, and suggests that there may be a reward in it for you.



The Alliance Arms Inn

Here you will meet quite a few folks who are worth talking to. For now, go talk to Elaith, the wild-haired elf. This will start the ***Port Llast: The Serpent's Gems*** entry in your journal. Elaith will tell rogues and anyone else who passes a successful Persuade check that he needs three gems to go home. Unfortunately, they are being held by "uncooperative" people. The first is in the possession of a local wizard by the name of Wanev. He lives in his tower south of town (Elaith will provide **Wanev's Cottage Key** so you can check out his local home for more information). The warrior Zamithra holds the second, and is camped out at

the Green Griffon Inn. The final gem is the personal treasure of Setara, a witch of the Neverwinter Woods. If you threaten to expose Elaith, or ask for money up front, he'll cough up 100 GP.

Once you've talked to Neriuk at the Temple of Tyr (see page 66), come back and speak with Ander. He will tell you where the three boys involved in the ***Port Llast: The Werewolf Hunter*** quest are. Bran is near Charwood's woodland area. Geth is in Neverwinter Woods. He suggests that to find Urth, you should speak to his parents.

You'll also find Alhelor, a merchant specializing in "anti-lycanthropic supplies." The prices are steep, but you can find some great items here, including the +3 Armor of the Wolf (light), the Woodcutter's Axe, +2 defensive and enhancement items, and lots of Belladonna.

The Search for the Cult: Solomon

Unless you've done this quest elsewhere (virtually all of the Alliance Arms quests will also take place in the Green Griffon), the first time you enter the Alliance Arms, you'll run into a halfling named Solomon, who asks you if you are the hero of Neverwinter. You apparently saved his family in Neverwinter from the plague. To show his gratitude, he gives you **Solomon's Ring**. How nice! Lovely little ring... What a thoughtful guy.

Come back to the Alliance Arms a little later, and Solomon's story begins to unravel. He'll pass on a threat from the cult, and it won't take a successful Intelligence check to figure out that the ring is really a tracking device. "No more meddling now! I meant it!" "Anybody want a peanut?". Solomon vanishes, but you'll run into him again, with two of his cronies, in the North Road, South Road, or East Road... whichever area you visit next.

In single combat, these guys would be a snap. But a +4d6 Sneak Attack is no joke, and as you fight one of these guys, the other two loop around and stick

daggers in your back. Don't let this happen! If you have a party, have everyone take one on in direct combat so they can't get Sneak Attacks off. If it's just you and the henchman, then isolate one of the rogues and overkill him as quickly as possible so you and the henchman can each concentrate on a survivor.

As a reward, collect Solomon's random treasure and the **Letter to Solomon**.

Solomon
Level 8 Rogue

CR 5	HP 46	AC 18

Abilities
Two-Weapon Fighting
Uncanny Dodge II
Sneak Attack (+4d6)

Weapon
Short Sword +2 (1d6)
Dagger (1d4-2)

Solomon Guard
Level 8 Rogue

CR 5	HP 46	AC 18

Abilities
Two-Weapon Fighting
Uncanny Dodge II
Sneak Attack (+4d6)

Weapon
Dagger (1d4-2)

South Road: Poor Neva

After the whole Solomon business is done with, a new character appears in the Alliance Arms. If you're male, it will be a comely young lass named Jaheel. If you're a female, it will be her hunky brother, Tarran. Either way, the speaker will ask you to help rescue their little brother, Neva, and offer rewards "beyond gold" for those who are willing to help. Beyond gold? So, what, like, magic weap… Oh wait… They mean… Oh, wow! Accept the ***South Road: Poor Neva*** quest, and rush right down to the Farmland south of the South Road, where you can meet up with the siblings and stage the rescue.

The Search for the Cult: Vardoc's Hunt

There's one more event that begins here, if you've completed both the ***Solomon*** and ***Poor Neva*** quests. This time, a fellow named Benlaran will come down the stairs, and inform you that a burly half-orc killer named Vardoc is looking for enemies of the cult—namely, you. Great. Just great. On subsequent visits, characters named Lerner and Thurwin will appear and add plenty of gory details.

After you've talked to all three, Vardoc will make his appearance the next time you cross one of his ambush points in the North, South, or East Roads. Vardoc relies entirely on melee combat, so if you can keep clear of his sword and hit him with long-range weaponry and spells, you'll get by okay. Once he's dead, get the **Letter to Vardoc** among the boss treasure found on his corpse. If you didn't already have the two pieces of evidence to support the Luskan Host Tower theory, this will count as one of them. Take this and your other evidence to Aribeth.

Vardoc
Level 10 Rogue

CR 9	HP 57	AC 14

ABILITIES
Dodge
Evasion
Monster Uncanny Reflex
Sneak Attack (+5d6)
Uncanny Dodge II

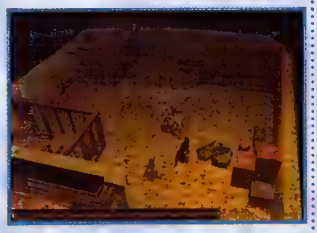
WEAPON
Greatsword (2d6+5)

G The Cracked Anvil

The general store, run by Haljal, has the usual stuff, but his blacksmith has all the choice items, including Mithral Splint Mail, Armor of Horus-Re, Armor of the Stars, Mirror Shield, Darksteel Tower Shield (great for evil characters) and any weapon +1. Whatever your armor limitation, you'll find a great piece of armor here. There's good booty in the chest in the far corner, too... If you can get past an Open Lock DC of 37, and a deadly electrical trap.

H The Dockhouse

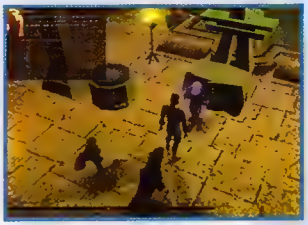
Wanna save the day and make a little cash too? Try heading to the Dockhouse. Captain Mung and the dockmaster, Prichev, have a little disagreement that you might be able to settle. Captain Mung wants to take a marble shipment to Waterdeep, but Prichev wants to have a relief shipment go to Neverwinter. Mung will give you 50GP if you will "persuade" Prichev to let him have the Waterdeep shipment, and 50 more for a successful Persuade or by strong-arming him. Sound more lucrative than some cheesy "relief" shipment? Think again. Coercing Mung to take the relief shipment to Neverwinter will reap 200GP from Prichev and 50 more from a successful Persuasion check or strong-arming. This is a nice and simple quest—you get a little XP and a little GP all in one room. Also, there is a chest and a crate that you can loot for a paltry little treasure.



I The Temple of Tyr

The portal here will take you to the Temple of Tyr, where you will end up every time you die. Caliandros is the local portal-master, and can send you back into combat after you die and respawn. Been wondering about all the mentions of werewolves by the townsfolk? Ask Neriuk how you can help, and the ***Port Llast: The Werewolf Hunter*** quest entry will appear in your journal. Don't forget to look at the items Neriuk has to sell: The Protector (a +2 Small Shield with Damage Reduction 5/+1) and a Wand of Resurrection are among the highlights.

At this point, you should go back to the Alliance Arms to speak with Ander. He'll tell you where to find the others. When you do locate them, you'll have to defeat their werewolf forms, force them to put on the silver charm, and collect their adventuring ring to show to Neriuk. Neriuk will then ask you to find Sir Karathis in a cave near the Green Griffon Inn.



J Alhelor's House

Come here at the end of the ***Port Llast: The Werewolf Hunter*** quest. You'll see Alhelor standing in the middle of the room. As you approach, watch out for the fire trap between the front door and the main room. When you speak with Alhelor he will unveil the whole story, and offer to give you his tooth as proof of his "death" if you will let him live. Of course, if you feel you can handle a level 16 werewolf Ranger, you can also battle it out and take the tooth the old-fashioned way. If you killed Alhelor, you can ransack his place (smash the altar for some high range loot) and take some nice random treasure along with **Alhelor's Tooth** off the body. Urth's parents seem to be hiding something... The fact that their son is a hideous werebeast, perhaps?

K The Eisenfeldt's Home

Ignore their pleading and head upstairs to take care of business. Urth will attack on sight, and like all the werewolves, you'll find him to be a challenging foe. Try to lodge something expendable, like a summoned creature, in the doorway, and hit him with powerful spells and ranged attacks. After enough damage, he'll surrender and you can convince him to use the Silver Charm Neriuk gave you.

After the charm does its job, Urth will give you **Urth's Ring**, for Neriuk. Depending on your charisma, his grateful parents will give you anywhere from 150GP to 500GP, and an alignment shift toward good. Squeeze out another 100, 50, or 25 GP on a successful Persuade check, or you can forcibly remove their wealth. But you wouldn't want to do that, would you?

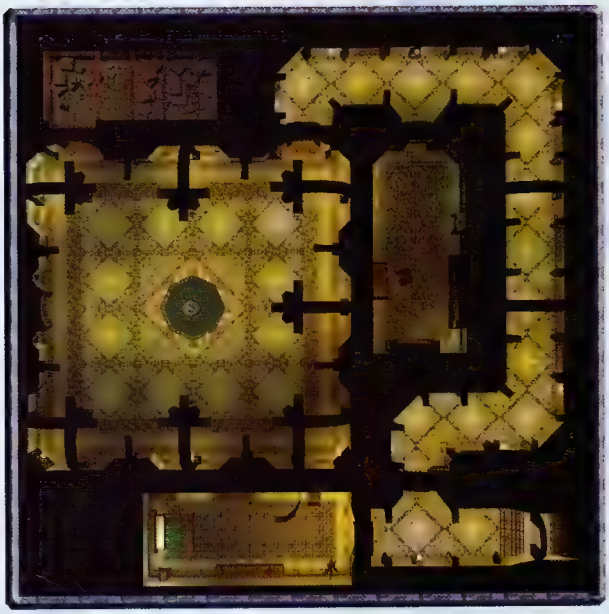
URTH (WEREWOLF)
Level 16 Fighter

CR 11	HP 148	AC 17

ABILITIES
Damage Resistance 10/+1

WEAPON
Claw (1d3+5)
Claw (1d3+5)
Bite (1d8+5)

WANEV'S BASEMENT



Entrance

This area is guarded by some low-level skeletons, which can be easily swept away by a fighter or an area effect spell. Each should drop a **Skeleton's Knuckle**, which you'll need two of later. In the storage room to the left, you will find a **Fire Beetle Belly**, another ingredient in the foul concoction you'll be cooking up soon.

Hallway

Here you'll encounter goblins and bugbears, but nothing more than CR 5. The first doorway leads to a small library, guarded by Dust Mephits. The only unique item in the library is a **Slaad Tongue**, found in a bookcase of all places.

Hallway 2

Another hallway and... what is that? Ugh, a Flesh Golem. This is a particularly nasty little construct, especially if you don't have a +1 weapon, due to it's damage reduction 15/+1. Make sure you stay clear of his 2d8 slam and hit him with your big firepower early on, keeping an eye on your party's health.

WANEV'S COTTAGE

Here you'll find the local residence of Wanev, the wizard. Loot the crates and then use the key you got from Elaith to get into the basement, where the action is. Watch out for the acid trap at the top of the stairs.

FLESH GOLEM
Level 15 Construct

CR 9	HP 60	AC 16

ABILITIES
Flesh Golem Immunities
Damage Reduction 15/+1

WEAPON
Slam (2d8+3)
Slam (2d8+3)

Bedroom

Watch out for the trap on the floor and loot the place. You'll find **Wanev's Bedroom Journal**, which is somewhat cryptic, in the cabinet. He has apparently lost some items. The journal doesn't go into much explanation. It says he has moved to his tower and won't be returning to this cottage. Oh well, move on to the kitchen.

The Kitchen and Den

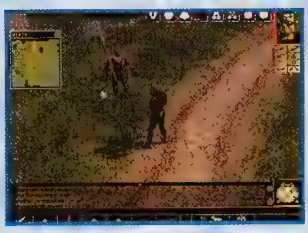
The chest in the corner contains **Wanev's Cookbook**, a disturbing tome that makes you a little concerned about the rest of this guy's diet. Well, questing can't be all monster slaying and trap disarming, so lets get to work. Put the Fire Beetle Belly, Slaad Tongue, and a pair of Skeleton Knuckles in the brazier in the center. The portal to the den should then appear. Disable the trap on the boss chest in the den (DC 22), and pick the lock (DC 15). Inside you'll find **Wanev's Wardstone, Wanev's Lab Journal**, and some high-class treasure.

Chapter 2: Part 2
The North Road

1 The North Road

A Gerrol

Starting from Port Llast, head out of the North Gate and onto the North Road. The only person to talk with in this area is Gerrol, of ***North Road: Gerrol's Wife*** fame, the father of the desperate young man you met outside Kendrack's Barracks. Speak with him to hear the whole story and start the "***North Road: Dergiab's Head***" quest journal entry. It's a pretty simple quest. Just kill Dergiab and return his head to Gerrol. More on accomplishing that when you get to the caves.

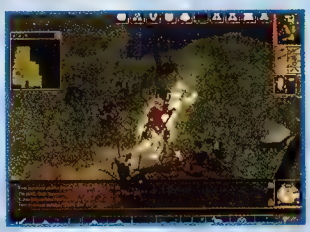


B Off the Beaten Path

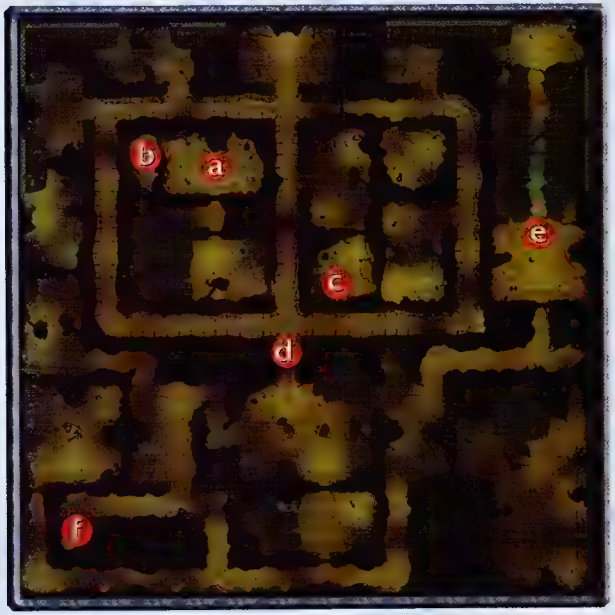
Start up the hill past Gerrol's place. If you wander off the main road a lot you will encounter random wild animals (what type depends on your level). If you're low-level, you'll encounter animals CR <1 to 5. Higher-level characters will encounter mostly animals of CR 5 to 9. Nothing a fearless adventurer can't handle.

C Outside the Goblin and Orc Caves

Once back on the main road, after the second hill, you will start seeing huge packs of goblins (between 6 and 10 goblins per pack). They'll include vanilla goblins, goblin archers, and if you're high enough, goblin elite. Unload area effect spells. Fighters should switch to double weapons to deal big damage. If you're a fighter and you don't have Cleave yet, make a mental note: GET CLEAVE. Once you've cleared the goblins outside, head on into the caves. There are three cave entrances, all within short range of each other.



d Goblin and Orc Caves



The more easily accessible of the two sets of caves here are the Goblin and Orc Caves. The halls are swarming with large bands of goblins early in the cave, and a small number of orcs as you head farther south. Later on, you will be facing orcs only. Fortunately, the two don't seem to like each other, so if you can lead them into each others' areas, you can let them fight it out while you sip some potions and pet your familiar.

Keep an eye out for acid, fire and electrical traps, and bring lots of potions or a cleric to heal you after each battle. If you're strong enough to keep him alive, Boddyknock is a great henchman, since area effect spells are great here. If you're a spellcaster yourself, send Daelan ahead and cast the spells yourself. Don't worry if he gets caught in the blast… He's a big guy, and he can take it.

a The Goblin King

The Goblin King and his small band of escorts are not the toughest bunch to beat. Take them down quickly with area effects and plunder the meager royal coffers.

Goblin King
Level 11 Fighter

CR 6	HP 35	AC 10

ABILITIES
Power Attack
Cleave
WEAPON
Morningstar (1d8-2)

b A Prisoner of War

West of the throne you will find a bugbear. But don't be so quick on the trigger there, Sparky. It is only "Prisoner Bugbear," and he just wants freedom. He can fill you in on what has been going on down here and about the war being waged between the goblins, orcs, and bugbears, and the fact that they are all fighting for rights to be in "The Master's" army. Hmmm…

c More Treasure

A Dire Wolf is guarding a sarcophagus that yields some general high treasure, if you're interested. Also remember to scour every nook and cranny for those little bits of loot that make it all worthwhile.

Dire Wolf
Level 6 Animal

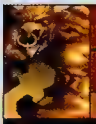
CR 5	HP 51	AC 14

ABILITIES
None
WEAPON
Weapon: Bite (1d8+7)

d The Orc Caves

This is the area where Goblins start giving way to Orcs, Orc Champions (CR 2), and Orc Shaman (CR4). Apparently you've crossed into the orc caves, and you can have plenty of fun leading a pack of Goblins in here and letting them do your dirty work for you. Bonus points for wizards who hide, take control of their familiar, and use it to start the hostilities. Good times!

Past a door marked "Orc Temple," there are two CR 4 Minotaurs (see stats on the next page) guarding a boss chest. These guys can pack quite a wallop with their 1d12 + 1d4 battleaxes, so you'll want to outsmart them by shooting them through the gates. Chumps.



Minotaurs

Level 6 Monstrous

CR 4	HP 39	AC 14

ABILITIES

Cleave
Power Attack
Weapon Specialization (Battleaxe)

WEAPON

Short Sword (1d12 +1d4 +4)

e The Orc Chief

Orcs have such a short perceptive range that you can assassinate the chief and his entire entourage by firing a bow from the doorway. By the time they figure it out, thwip, thwip, thwip—they're dead on the ground. If you can't pull this off, you may have trouble handling the Orc Chief and his entourage of bodyguards at melee range. The bodyguards are mostly CR 4 Orc Elites, but the chief is a level 11 Fighter.

The chief has a lot more hit points, but doesn't do much more damage, so it will pay to clean out the bodyguards first. When he dies, he drops a **Two-Bladed Sword** and some **Chainmail +1.**

Orc Chief

Level 11 Fighter

CR 7	HP 45	AC 11

ABILITIES

Power Attack
Alertness
Cleave

WEAPON

Two-Bladed Sword (1d8/1d8)

Orc Elite

Level 3 Fighter

CR 4	HP 24	AC 11

ABILITIES

Power Attack
Alertness
Cleave

WEAPON

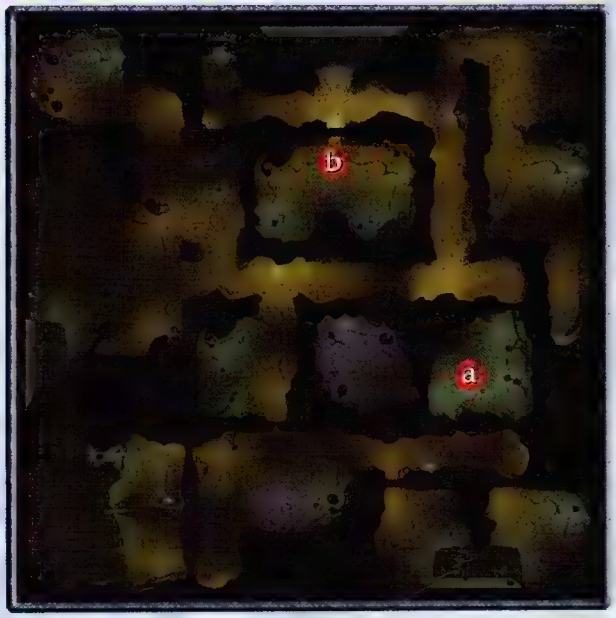
Short Sword (1d6+2)

If you can get past a lock of DC 32, you can get into the treasure room behind the Orc Chief's throne: It holds three chests with general high, class high, and boss-quality treasure (protected by locks of DC 25, 32, and 34, respectively). There is an Ogre dutifully standing guard over the chief's treasure, and at CR 8, he can be a nasty surprise for anyone who isn't prepared.

f Passage to the Bugbear Caves

You can enter the Bugbear caves from an entrance in the North Road, or via the passage here. This one puts you a little closer to where the chief is, but you'll have to fight a few more enemies to get there.

B Bugbear Caves



No matter which entrance you take, you'll need to keep your eyes peeled for Bugbears at every turn. They range widely from CR 1/2 to 5, and it's hard to tell them apart. So hit 'em hard and mow them down with area effect spells.

a Bugbear Prison

When you first enter the prison area, you will find a bugbear torturing another bugbear, who has made the mistake of speaking against Dergiab. He just wants to escape, but it's up to you whether to let him live. He won't be your slave, so prepare to kill him if you say you own him.

In the next cell you'll find... Ah! The elusive Leah! If your Charisma is high she'll be happy to see you.

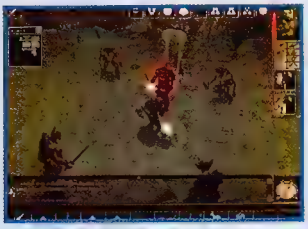
If it's low she'll just beg you not to kill her. If a safe return for Leah is your goal, make sure the prison area is cleared before sending her out... She'll run to the door and then disappear.

Evil characters should kill her now... There will be no happy endings as long as you are on the job! Then collect **Leah's Earring** and take that to Gerrol for your reward, you cad.

b The Bugbear Chief

This is the toughest battle yet. The chief is CR 11 with a horde of minions ready to attack. If you rush in, you'll be instantly surrounded. So if you can't fire a nasty spell into the room, then just open the door, do some sniping, and lure them out to fight one by one. Watch out for the Chief's Axe; a successful hit will strike fear into its victim.

When the bugbears are safely contained, start looting like crazy. There's some pretty good stuff in here, including some boss treasure in the throne.



Bugbear Chief

Level 13 Fighter

CR 11	HP 100	AC 10

Abilities

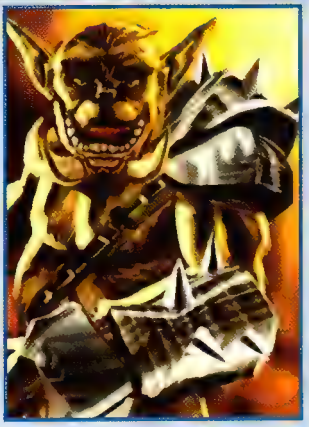
Power Attack

Cleave

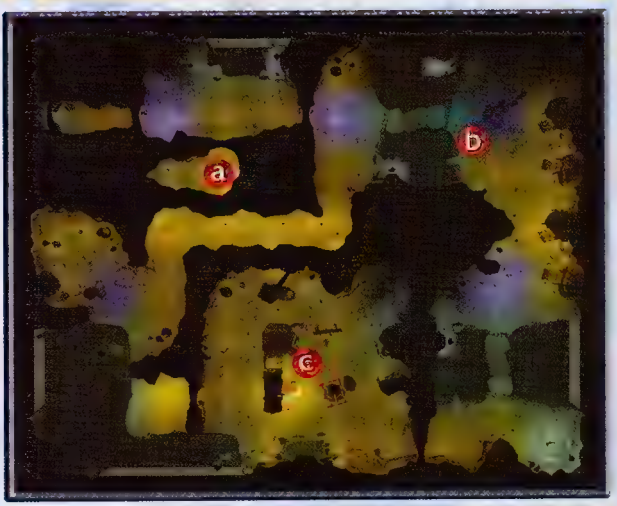
Weapon

BlackRaven's Axe (1d6+1)

Short Sword (1d6+1)



The Ogre Caves



When you enter this area from the Bugbear Caves, you encounter 3 to 5 bugbears, orcs, and goblins per room. Fighters and Barbarians should be able to clear these out pretty effortlessly, as they all have pretty low ACs (again, double weapons are great in this situation). If you start running low on HP, stand back and use long-range weapons while expendable comrades keep them busy. The encounters here are tough, so rest up or heal between battles.

a Ogre Prison

The imprisoned Nuglat has info about Dergiab, and the first hint about the man who is really behind this. Ganon! Oh no! We must protect Princess Zelda! Errrr... Wrong game.

Free Nuglat if you want. The bars are locked with a DC of 28. He has nothing to offer but information.

b Ogre Warrens

As you enter this area, a bugbear scout will run from door to door, summoning more enemies. Kill him with a spell if you can, but don't go running after him or you'll be swarmed by dozens of enemies as they spill out. Instead, lure them back to the corridor where you can fight them a few at a time, and kill them with area effect spells as they bunch up.

c Dergiab and Ganon

Here they await, the legendary Ganon and Dergiab, thick as thieves. Both wield a 1d8+1 weapon, but Dergiab can also cast some spells. Ganon is actually the primary threat, since his Sneak Attack and a fear-inducing hit from his flail can ruin your hopes of victory if he can catch you flat-footed. Kill him quickly (and from as far away as possible), and Hyrule...er, Faerûn will be safe forevermore.

After you've defeated the ugly duo, go open that chest a few feet away (DC 25). Look at that! You got a weapon that you just happened to be focused in. You'll also find **Ganon's Journal**, which doesn't mention where the cult might be, but does say where its other agents might be found. The treasure room in back has a handful of chests and crates with low-to high-ranged general and class-specific items, guarded by nasty traps and locks with DCs up to 35. You'll also find a portal that will take you back to the North Road.

Bring Dergiab's head, Ganon's journal, and head on out. Gerrol will give you 150 gold and some XP for his wife's safe return, and that amount again for Dergiab's head. Returning the journal to Aribeth will finish ***The Search for the Cult: Ganon's Journal*** quest.

Dergiab

Level 7 Wizard/Level 6 Fighter

CR 11	HP 113	AC 11

ABILITIES

Arcane spells up to Level 4

WEAPON

Weapon: Double Axe +1 (1d8+1)

Ganon

Level 10 Rogue

CR 7	HP 66	AC 13

ABILITIES

Dodge

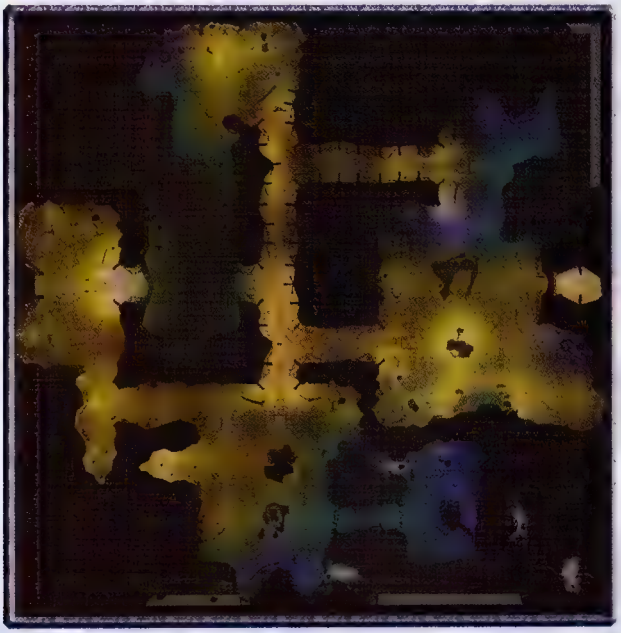
Uncanny Dodge II

Sneak Attack +3d6

WEAPON

Writ of the Vizier +1 (1d8+1)

F Port Llast Mines



This area is locked up tight, and only Kendrack has the key. He'll give it to you when you turn in the ear from the fourth captured convict in the ***Port Llast: Bounty Hunt*** quest. Then Kendrack will drop this bombshell: It turns out that while you were gallivanting around the countryside in search of the other four, Yesgar kidnapped Kendrack's daughter, Shaldrissa, and took her to the Port Llast mines. Oh no! We must hurr... Errr... Wait a minute. *That* Shaldrissa? Ha ha ha ha! No one here will think any less of you if you toss the key into a river and go on about your merry way. But if you did want to save Shaldrissa for some reason (like maybe you wanted to kill her yourself), head into the mines.

In just about every room of the mine you will encounter three to six Orcs and the occasional Orc Shaman or Archer. Again, long-range and area effect spells work wonders, but if you took down the convicts that got you here, then these guys will be no problem.

In the back of the cave is Yesgar, who has Shaldrissa in a cage. Fight him, and he will eventually surrender. Spells that weaken your opponent are particularly effective since he relies on

unarmed attacks to deal damage. If you don't have any, try to stay out of arm's reach while you pummel him with projectiles.

If you end up killing him before he can surrender, don't worry. Most of what he has to say is a lie, and you can get the rest of the information elsewhere. A key in the chest behind you will open the stone door to the right, which contains the boss chest.

YESGAR

Level 13 Monk/Level 5 Cleric

CR 10	HP 80	AC 13

ABILITIES

Stunning Fist
Improved Unarmed Strike
Deflect Arrows
Dodge
Evasion
Flurry of Blows

WEAPON

Fists (1d10+2)

So, just to recap, if you've finished collecting the convict ears for the bounty hunt and you've finished with Alhelor, Dergiab, then you're holding 6 bloody ears, a disembodied head, and the tooth of a werewolf. Save room in your inventory for the spleen and pancreas you're going to be getting later. Sheesh! They'll just send you out next time they need an organ donation down at Neverwinter Memorial Hospital.

2 North Road-Green Griffon

A Darktongue's Betrayal

If you spent any time chatting with him in the Alliance Arms, Darktongue and a pair of guards will attack you on sight. This is a tough fight, and you won't have time to see them coming and prepare. Summon help (Creatures, Animal Companions, etc.) and get behind them and your henchman until you can even the odds a bit. Then wade in and hit them hard, taking out the slightly weaker guards first.

DARKTONGUE

Level 14 Fighter

CR 11	HP 182	AC 11

ABILITIES

Power Attack
Cleave

WEAPON

Warhammer (1d8+4)

GUARD

Level 12 Fighter

CR 10	HP 136	AC 11

ABILITIES

Power Attack
Cleave

WEAPON

Warhammer (1d8+4)

What else does this area have to offer, besides enraged dwarven ambushes? Glad you asked! Besides the gate to Luskan (which won't open no matter what you say to the guard), there's the Green Griffon Inn, a werewolf cave, and a haunted cemetery. All of the quests involved in this area are entirely optional.

B The Green Griffon Inn

Ask around, and you'll find that some of the patrons are adventurers here to take part in some type of challenge. Use your skills of persuasion to get them to talk. If you fail at that, they will still talk... for a price. Some want as much as 300 GP. Well, save your hard-earned cash, my friends, because there is one adventurer that is willing to talk for nothing. Her name is Kasma, and she'll tell you all you need to know about ***North Road: Mutamin's Challenge***.

The characters that are involved in various Alliance Arms quests like ***The Search for the Cult: Solomon***, ***The Search for the Cult: Vardoc's Hunt***, and ***South Road: Poor Neva*** will come find you here if they didn't meet you there. See the Port Llast section for details.

a Kasma

She is in the far corner of the inn, and is more then willing to tell you all about the challenge for free. She says that there is a deadly maze below the inn, with a mighty pay-off at the end. Looks like this might be worth some investigation.

b Mutamin

Once you've found out about the challenge, go talk to Mutamin. Ask him about the challenge, and he will tell you that to enter all you need to do is give 500 GP to Jaroo. The payoff here is that Mutamin will give anyone who beats his little death trap 900 GP. Wow… $400 profit for risking your life! Of course, he'll also throw in the **Broewinde Family Armor**, and if you've proven successful at Persuade checks in the past, you can try to get a little more cash out of him, up to 300 GP.

c Zamithra

Also on the main floor is Zamithra, the warrior woman who holds one of the gems that Elaith needs in the ***Port Llast: The Serpent's Gems*** quest. **Zamithra's Gem** is tucked away in her room, which is locked, trapped, and magically protected against spells. In order to get in her room you'll need the key... or her invitation to come up. Guys, this is your opportunity to turn on the sex appeal and get her to invite you up for a romp in the hay. But don't insult her, or things will turn violent, forcing you to battle Zamithra and all her guards right then and there. Better to fight her alone, in her room.

If Zamithra didn't take a liking to you, Rogues should attempt a pickpocket to relieve her of the key (and prevent some bloodshed). Everyone else should let some other chump fall for her entreaties, and head up after them....

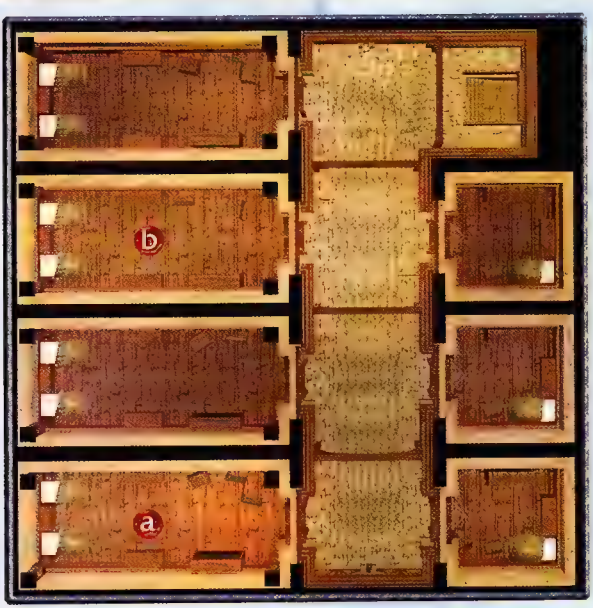
Zamithra
Level 12 Fighter

CR 12	HP 134	AC 12

Abilities
Improved Power Attack
Cleave
Weapon Specialization (mace)

Weapon
Mace +1 (1d6+4) Stuns for 2 rounds

The Second Floor

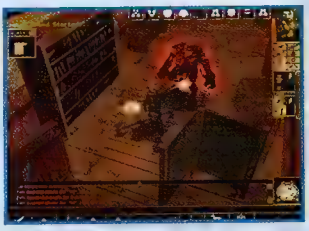


OK. Time to free these guests of their belongings. Every door up here is unlocked except two. One is Zamithra's, and it has some type of magical protection, hence the need for the key... or the invitation. As far as the other rooms go, you can get quite a bit of loot up here just by going room to room and opening the chest in each.

a Zor's Room

You open the door to the last room on the right and... what in the world can that be? Oh, it's Zor, one of the convicts you've been looking for. The moment you open that door, he'll come charging at you, so be ready. Focus on getting his HP down fast, and he will eventually surrender like the other miscreants. Ask him why you should let him go, and he will tell a big sob story about how he was wrongfully imprisoned in the first place. If you offer to let him go in exchange for information of the location of the others, he will tell you that the Stirge headed south to Charwood.

After sharing this information, Zor decides that, rather than let someone "weak" have the reward, he wants you to have it. So, with that, he attempts one final attack. He'll drop like a sack of potatoes in a few whacks, but that first hit can kill if you were badly wounded from the first battle. If you were, make sure to heal up during the conversation! When you kill him, Zor will drop **Zor's Ear**.



Zor

Level 10 Monstrous/Level 4 Fighter

CR 14	HP 190	AC 18

Abilities

Knockdown
Power Attack
Cleave

Weapon

Heavy Flail +2 (1d10+7); Gore (1d8+5)

b Zamithra's Room

Don't even try to pick the lock if Zamithra is still downstairs; it won't work (you can, however, pick her pocket for the key). But after Zamithra has selected a witless consort for the night, she'll head up to her room. You can barge in and take the gem from her chest, which will make her understandably upset. She and her lover will attack, and you may have to kill the poor guy before she calms down. Steer clear of her from then on out.

c Mutamin's Challenge

When you are ready to start the challenge, head downstairs, give Jaroo the 500 GP, and you will be instantly transported to the dungeon. Because of the nature of the challenge it is a good idea to have some good offensive spells or someone that can deal some good damage, both melee and ranged. It would also be good to have a thief to disarm all the traps that are lying around.

Challenge I: The Two Paths

This is where the fun begins. There are lots of nasty spiders down here ready to crush any hopes you had for your character growing old. There's also a Flesh Golem. These are a tough fights, especially if you get poisoned. Don't be afraid to teleport in and out for healing.

You have a choice of two routes, each of which leads to the same destination through different areas. The more combat-heavy route is to stay in the north part of this area, and cross the bridge to the east. The other route, looping around through the south, has more riddles.

a The North Path (to Maze)

As you come to the intersection on the wooden bridge, there is a nasty Negative Trap, Level 8. Stay near the edges if you can't spot and disarm it. At the end of the bridge you'll face the Queen Spider, who is enough to make you wish you'd taken the quick route. Strike from a distance, and use hold spells and expendable creatures to keep her from getting close to you. You don't want her getting that poison in you! This path leads to the Maze area.

Queen Spider
Level 11 Vermin

CR 15	HP 250	AC 16

ABILITIES
Huge Spider Venom on successful hit

WEAPON
Dire Spider Bite
(Monster Damage 2d6)

b The South Path (to Riddles)

This path forks again: One houses Hell Hounds and the other has three sets of traps: Fire, Electric and a Level 8 Negative Trap. Better to take the Hellhound route... You can shoot them through the bars, and there's a high-class treasure chest there (DC 34).

After you make it through one of the two hallways, you must face a CR 10 Yuan-Ti. Again, you have two choices: Either answer the riddle she poses, or fight her to the death. The riddle is quite simple: If 15 knights at a table each clinked their glass with the knight to his right and to his left, how many clinks take place? The answer is, of course, 15, since the right hand clink of one knight counts as the left hand clink of the next..

She then will offer a prize if you can answer another riddle. This one is a little more complicated and requires a bit of math to figure out. The answer is "12 Trinkets, 5 Girls." For answering correctly, you get a **Crystal Frog**. Woo-Hoo! Now you can cook up some crystal frog legs. YEAH!

If you choose to fight the Yuan-Ti woman, it would be best to send in a good fighter since Yuan-Ti have a Spell Resistance of 16. She will also drop the Crystal Frog when slain.

Yuan-Ti
Level 5 Fighter/Level 8 Cleric

CR 10	HP 95	AC 13

ABILITIES
Power Attack
Cleave
Spells up to Level 5 (including Poison, Slay Living, Contagion, Searing Light)

WEAPON
Short Sword (1d6+3)

Challenge 2: The Maze

If you took the North Path and battled the spider, you ended up here. Around every corner in this maze, you will face Minotaurs (CR 4). They have the same stats as the Minotaurs you faced in the Goblin and Orc Caves. Shoot them from a distance if you can, and heal up after every fight so they can't catch you with your pants down. When you're not fighting for your life, you can get some moderately good loot.

Minotaur Berserker

Level 6 Monstrous/Level 6 Barbarian

CR 8	HP 90	AC 14

Abilities

Power Attack
Cleave
Dodge

Weapon

Greataxe +1 (1d12+6)

a Kasma's Battle

Oh no! Kasma is being thoroughly thrashed by that Minotaur! Better go to the rescue. But wait. That's no ordinary Minotaur. That's a Minotaur Berserker. Learn from Kasma's mistake, and keep your distance instead. Hit it with your biggest offensive spells or with your best projectiles, and he'll go down pretty quick.

b Minotaur Chieftain

Guarding the exit to this area is the toughest hombre in this little hellhole: the Minotaur Chieftain. He's big, he's mean, and he's CR 14. But after that Queen Spider, he shouldn't be too tough if you healed up before going to face him. Prepare all your really good offensive spells and weapons, because he won't go down with out a considerable fight.

Minotaur Chieftain

Level 6 Monstrous/Level 6 Barbarian

CR 14	HP 250	AC 14

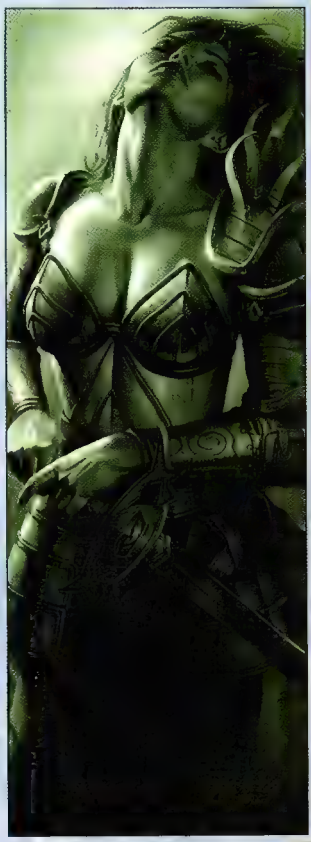
Abilities

Power Attack
Cleave
Dodge

Weapon

Greataxe +1 + 1d4 slashing (1d12+5 + 1d4)

After that, I bet you're wishing you had taken the other road. Well, I sympathize with you. First, loot the crate in the corner here for some Boss treasure, and then move on to the Riddle Room.



F Challenge III: The Riddle Room

Okay, so you've made it this far. Now prepare for a real challenge. There are lots of places to go, but mostly you just meet with danger. The path you've chosen will bring all sorts of different dangers.

a The Entrance from the Maze

If you took the long way, there is only one relatively safe path to follow, but first things first. Take care of those two gargoyles in front of you. They're pretty easy: only CR 3.

b Gam

Now go through the door on the other side of the pillar. There you will meet Gam. He is wounded and needs your help, or he'll die. Heal him, and he will warn you about the Invisible Stalkers in the room behind him.

c The Antechamber

Go down the hall to your right. Stay away from the depressed area in the middle of the room, which is heavily trapped. There is a chance that you will have to face Gorkan, the cantankerous dwarf from earlier. You will have no choice but to kill him, which is just fine and dandy, 'cause you'll need his **Great Axe** to complete **Daelan's Quest** and other random treasures.

If you've taken care of him earlier, a group of Minotaurs will greet you instead. They're just like the Minotaurs you've encountered before, so kill 'em and moo-ve on (sorry, bad joke) to the Riddling Statue and complete the quest.

Gorkan
Level 2 Rogue/Level 10 Fighter

CR 9	HP 156	AC 12

ABILITIES
Dodge
Sneak Attack (+1d6)
Stonecunning

WEAPON
Great Axe (1d8+4)

d The Entrance from the Shortcut

For those of you who chose the short route, here is where it turns ugly. First off, you'll need to take care of those skeletons. The two warriors wield Greatswords +1 and the mage will probably make use of his Magic Missile and Web spells. This shouldn't be too much of a challenge, especially if you have a good fighter in your party. If not, get rid of the mage early, and then hit the warriors with long-range weapons and spells.

Skeleton Warrior
Level 6 Undead

CR 7	HP 39	AC 15

ABILITIES
Power Attack
Cleave
DR 5/+1
SR 20

WEAPON
Greataxe +1 (1d12+5)

e Room of Many Doors

Behind each door is a chest. Within some of these chests is a general low treasure. Within all but one is a trap. The untrapped one is the one on the left as you face the hallway. All that for some low range treasure. Hmmm. Decisions, decisions.

f The Corridor

Nothing interesting here; just that Ghoul Ravager there in the middle of the room. WHAT?! That's right my friends, I said Ghoul Ravager. Makes you wish you hadn't come this way, doesn't it? Better make sure you have full HP, some offensive spells or good weapons, and an escape route. Leave your mind-affecting, death magic, and paralysis spells tucked away; it's immune to all those. It's also immune to critical hits, poison, and level drain, and has turning resistance of +2. Hit it with all you've got, and don't give it a chance to hit back. If you get weakened, have your potions ready.

Ghoul Ravager
Level 9 Undead/Level 7 Fighter
CR 12 | HP 130 | AC 12
ABILITIES
Weapon Finesse
Immunities (explained in text)
WEAPON
Two-bladed Sword +2 (1d8+3)

g Room of Invisible Stalkers

With an AC of 23, characters without a good attack bonus won't be landing blows anytime soon against these guys. However, if you helped out Gam, then you know that they will explode if they get too close to the pillar of light. Make use of this information and make invisible fondue out of them, and move on. In the room behind the Invisible Stalkers, get the **Crystal Egg** from a chest. You will need this in order to solve the riddle at the end (or to make an omelet to go with your frog legs).

Invisible Stalker
Level 8 Elemental
CR 6 | HP 52 | AC 23
ABILITIES
Improved Invisibility
Dark Vision
Elemental Properties
WEAPON
Slam (2d6+4)

h The Riddling Statue

Go through the door to your left. This room is empty. Head out the door around the corner, straight ahead and to the right. The door will close behind you and you will have entered the room of the "Final Test". Before you go about solving the riddle, look in the chest in the far corner behind the statue. There is the boss treasure you've been dying (sorry) to get.

Now go talk to that statue at the corner of those pillars. It will give you a riddle; let me see if I can remember... "A box with neither hinges, key, nor lid—yet inside is a golden treasure hid." Well, I hope you didn't already make that crystal omelet I mentioned earlier, because "an egg" is the answer to the riddle. Place the **Crystal Egg** in the box next to the statue, and you will be teleported out of the arena. Congratulations! You've beaten Mutamin's Challenge.

The Werewolf Den (Back in the North Road II Area)

Here is where you will find Sir Karathis if you've saved the other three boys in the ***Port Llast: Werewolf Hunt*** quest. Just like the other young men, Sir Karathis is willing to put on the Silver Charm as long as you either threaten him or succeed at a Persuade check after you beat him in werewolf form. Once he is cured, he will give you his journal to give to Neriuk as proof of his innocence and of Alhelor's guilt. Hurry back to Neriuk with the evidence. It seems the black wolf is actually Alhelor, the anti-lycanthrope dealer in the Alliance Arms. When you go back to the Alliance Arms to find him, you find out that he has returned home. Head over to Alhelor's house for your final confrontation with the Black Wolf.

Karathis (Werewolf)
Level 16 Fighter
CR 12 | HP 173 | AC 17
ABILITIES
Damage Resistance 10/+1
WEAPON
Claw (1d3+5)
Claw (1d3+5)
Bite (1d8+5)

The Cemetery

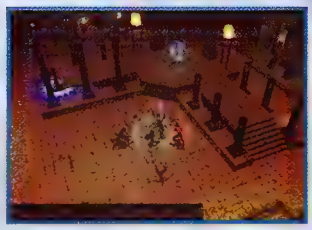
Between the Green Griffon and the gates to Luskan is a cemetery, and you know the motto: "You can't have a cemetery without undead everywhere." This place is swarming with Zombies and Zombie Warriors. Fortunately, they're easy to kill if you have a long-range weapon. Just get up on the hills surrounding the cemetery (before you go into the cemetery) and go nuts!

The Caretaker's Home

This is the residence of the graveyard's caretaker. He is an older fellow with one foot in the grave himself, so to speak. Ask him about the secrets of the graveyard, and he will tell you that this graveyard is the final resting place of the oldest member of the Arcane Brotherhood. Could this be the famous Brother Toras that you've heard so much about? Well, in order to get into the tomb, you will need the **Mausoleum Key**. And of course, the caretaker will give it to you... for a price. He wants 200 GP, but if you can convince him that you are a member of the Arcane Brotherhood, you don't have to pay at all.

The Arcane Brotherhood's Tomb

So, curiosity has got the best of you, huh? If you'll recall, Brother Toras holds the **Imaskarran Tome of Life**. But don't plan on escaping from the tomb with the Tome unless you're in a large party or are scraping level 20 yourself. You see, dear Brother Toras is a CR 27 Lich! Of course, even a low-level character could take him out by dying and respawning over and over and over until you kill him. Is it possible? Conceivably. Let's ask Mr. Owl. Mr. Owl? How many licks does it take to get to the center of a CR 27 Lich? Let's find out. Ah 1, ah 2, ah 3... ah 37, ah 38, ah 39... ah 324, ah 325, ah 326... How many lives DOES it take to defeat a CR 27 Lich? Figure it out at your peril... And yes, that crappy Tome is the only real prize for this insane quest, besides the **Corpse Hand** needed in Grimgnaw's henchman quest.



Chapter 2: Part 3
The East Road

1 The East Road

There are several ways to enter the East Road. From Port Llast, head out the east gate. From the north and south roads, follow the sign pointing to the East Road. Once you enter keep your eyes peeled for trolls. Their difficulty will depend on your level, but you'll run into at least 2 of the CR 5 guys. The only troubling thing about these guys is their powerful regeneration ability. But if you can single one out and keep a steady stream of damage coming his way, you will prevail. Having some sort of Fighter in the party, like Daelan, is a good idea.

Troll

Level 6 Giant

CR 5	HP 63	AC 18

Abilities

Regeneration +5

Weapon

Claw (1d6+6)

Claw (1d6+5)

Bite (1d6+5)

A The Archeological Compound

Within the walls of the compound is a group of archeologists in search of a mysterious "Creator Race". There are two gates into the compound. One on the south, for those coming from the South Road and Neverwinter Woods and another on the west for those coming from the North Road and Port Llast.

Inside you can speak with any one of the archeologists to find out that trolls attacked them recently. This presents the perfect opportunity for the right person to make some money and gain some XP. There are three people that the archeologists will suggest talking to: Jax, Lenton, and Revat.

B Jax

The lead archeologist here, Jax is in need of someone to help with the problems they've been having. Ask him about his research to start the ***East Road: What Lurks Below*** journal entry. He is studying an ancient "creator" race, and needs a special tome in order to prove that they created the nearby ruins. He believes this tome can be found in the troll caves nearby.

Return the tome to him and he will offer you 500 GP. On a successful persuasion check you can get that raised to 750 GP and if you threaten to leave still he will go up to 1000 GP. If you threaten him with physical harm he will give you 750 GP but not a copper piece more.

C Archaeologist Barracks

Here is where all the cool archeologists hang out, and the local idiots. It's also where Delilah, one of the escaped convicts is hiding.

a Lenton

This is one pissed off dude. Why is he so upset? When the trolls attacked the archeological team his brother was the first victim. He saw the Troll Chief bite the head off his brother, enough to ruin anyone's day... depending on your relationship with your brother, of course. Lenton wants revenge. Accepting this little quest will open the ***East Road: A Troll Head Trophy*** journal entry. When you've accomplished that, bring back the head of the Troll Chief and he'll pay you 300 GP, but that's all he has to give.

b Revat

So, he's not the brightest light in the house, but he sure does have one heck of a sob story. His "momma" has been missing for quite sometime and he thinks the trolls have her. He wants you to go find her. Accepting this quest will start the ***East Road: The Simpleton's Mother*** journal entry. Once you've escorted his mother back to him safely, he will give you 300 GP. Upon a successful Persuade check, or by calling him stupid, you can get an extra 75 GP. Also upon a successful Persuade check or by threatening to not look for his mother, he will give you 100 GP in advance. Unscrupulous adventurers can take the cash and run.

c Delilah

Hiding out in the second floor of the barracks is Delilah, one of the escaped convicts you were sent to find as part of the **Port Llast: Bounty Hunt** quest. After knocking Delilah down to surrendering range, she'll offer a deal... To females, it's the standard information-for-the-ear deal. To the gents, she'll offer something a lot more interesting than information. Think twice about her reputation as a killer before accepting... But if you think you can take her when unarmed and unarmored, go for it. From her body you can collect **Delilah's Ear** and the enchanted dagger, **Tagget's Talon**.

Delilah
Level 14 Rogue

CR 11	HP 118	AC 17

ABILITIES
Two-Weapon Fighting
Sneak Attack +1d6
WEAPON
Dagger (1d4-1)
Tagget's Talon (1d4)

D Troll Caves

The three caves here are alternate entrances to the Troll Caves covered later. If you'll be entering from the Storage Area, there is no point venturing down to this troll-infested area.

E Werewolf Ambush

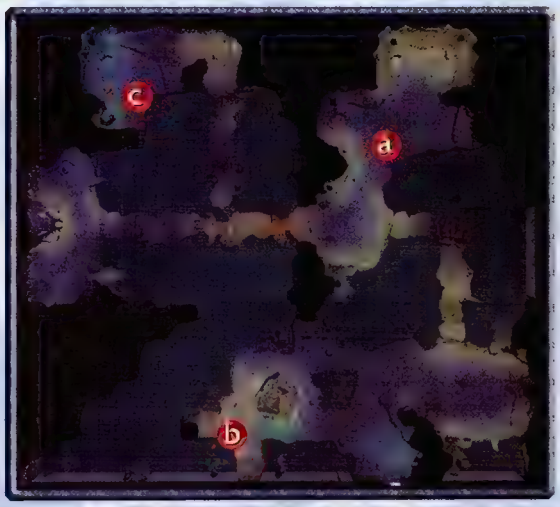
On the way to the South Road, you will meet up with one of the unfortunate characters in the ***Port Llast: Werewolf Hunt*** quest, Geth. He will attack you at first but will eventually surrender. Convince him to take the Silver Charm and cure him of this disease. When you've cured the three boys, return to Ander and Neriuk for guidance.

Geth (Werewolf)
Level 16 Fighter

CR 11	HP 148	AC 17

ABILITIES
Damage Resistance 10/+1
WEAPON
Claw (1d3+5)
Claw (1d3+5)
Bite (1d8+5)

F Troll Caves: Storage Area



Outside of the north gate of the archeological compound and to the right, you will find this secluded cave, infested with the first of hundreds of Trolls you'll battle in this cave network.

a Troll Berserker

Here you will face the biggest enemy in this cave, a troll berserker. Keep in mind this guy has regeneration, just like all trolls. He's backed up by more trolls so you may want to lure the pack back to the bridge so you can take them one-on-one. Once they're out of the way you can loot the chest for some boss treasure.

Troll Berserker
Level 15 Giant
CR 10 | HP 120 | AC 18
ABILITIES
Regeneration +2
WEAPON
Claw (1d6+4)
Claw (1d6+4)
Bite (1d6+4)

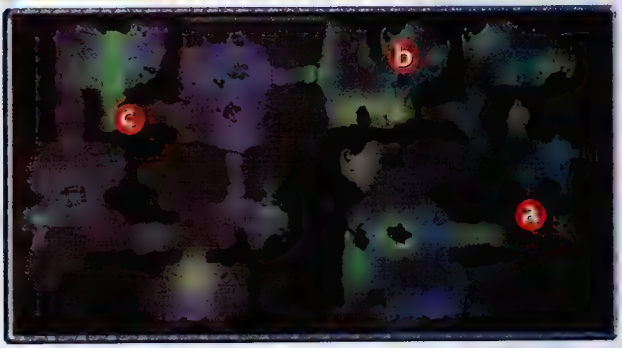
b The Idiot's Mother

Just as the idio... I mean, just as Revat told you, his mother is here amongst the trolls. But her own Otiluke's Resilient Sphere trapped her when it backfired. In order for the spell to be cancelled you need to obtain her late husband's ring from Revat. Bring that back to her and she will be able to return home at her leisure. This will finish the journal entry for the ***East Road: The Simpleton's Mother*** quest.

c A Secluded Corner

The portal in the 3rd level of the Creator Ruins drops you here. The only thing of value here is a chest with high class loot.

Troll Caves: Level 1



a The Troll Note

If you come into Level 1 through the Storage Area Entrance, you will encounter two savage Dire Bears (CR 8) waiting at the entrance. After you get past them you will mostly encounter Trolls between CR 3 and 5 and Ogres (CR 2). Search the corpses near the area with the bears for the **Troll Note**, a piece of evidence that advances the ***East Road: What Lurks Below*** quest.

b The Troll Chieftain

Near the rock bridge that links the sides of this area you will face an average Troll (CR5), a Troll Elite (CR 5) and the Troll Chieftan (CR 12). The Chieftain will try to use his Hold Person spells to give his minions the advantage, so first focus on taking him down. Once he has been dispatched, unload on the other two. He'll drop a **Periapt of Wisdom +2** and the **Troll Chieftain's Head** for Lenton, You can also grab boss treasure in the chest and other minor loots here. As you make your way across the bridge watch out for the electrical trap in the middle.

Troll Chieftain
Level 15 Giant/Level 6 Cleric
CR 12 | HP 144 | AC 18
ABILITIES
Regeneration +2
Divine Spells including Hold Person, Doom, Darkness
WEAPON
Claw (1d6+4)
Claw (1d6+4)
Bite (1d6+4)

c The Body of Synth La'neral

In a tunnel just south of one of the alternate entrances to the Troll Caves, you'll find a body holding the **Journal of Synth La'neral**, the item needed to complete Linu's quest.

Troll Caves: Level 2

Two words. "Trolls" and "Ogres". That's about all that needs to be said about this entire level. Trolls and Ogres. Around every corner. Trolls and Ogres. No Dire Bears. No anything. Except, Trolls and Ogres. You've fought Trolls and Ogres before. You'll fight more here. All three entrances converge on the stone bridge heading south on the west side of this area. Once you've crossed it, you can go straight out the door to Level 3, or you can continue on for treasure.

Level 2 Treasure Room

The door here is guarded by a fire trap in the corridor (DC 26 to disarm) and locked (DC 28 to pick it). If you lack the means to open it you can find the **Troll Key** further on, lying in a bag in the heavily guarded chamber in the southeast corner of this map. Is it worth all the trouble? No. Behind the door is a room with a single boss treasure chest. guarded by a Troll Shaman. Hey, at least it's a slightly different enemy... Clear the room with an area effect spell and then hound the Shaman to keep it from casting its spells. Or skip the whole thing and move on to Level 3.

Troll Shaman

Level 15 Giant/Level 4 Cleric

CR 12	HP 136	AC 18

Abilities

Regeneration +5

Spells including Doom, Hold Person, Darkness

Weapon

Claw (1d6+4)

Claw (1d6+4)

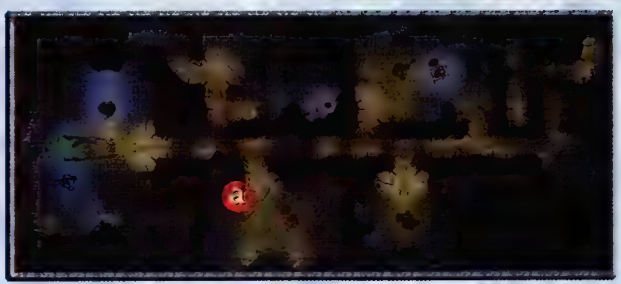
Bite (1d6+4)

Troll Caves: Level 3

On this level, you're going to start facing a few Ghouls and Ghasts (CR 3 - 4). Don't worry, you'll still get to battle your beloved Trolls and Ogres, though. Most of the rooms in this area don't hold anything good, but you'll still want to clear them out to prevent any chance that the enemies will see you pass and catch you from behind. Since the Ghouls and Ghasts have a daze-inducing gas weapon, its best to take them out first, preferably with a spell or ranged weapon fired from a guarded doorway.

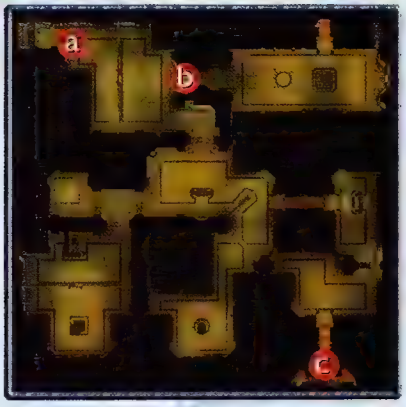
Darius

The sealed room southeast of the entrance contains a cowering Darius, the man mentioned in the note from Level 1. He is very scared and a little bit crazy. When you tell him he can go, he mentions something ominous about the "other thing" deeper down that the trolls are scared of. Clearly we're not even closed to being done here.



Creator Ruins: Level 1

a The Entranceway



The infamous Creator Ruins. You are probably the first living person to enter these ruins in eons. So what do you do to commemorate the occasion? Loot everything and kill whatever stands in your way. That's no way to do archeology!

Well, it works for Indiana Jones, I guess. Head for the two crates to your right, but beware of electrical trap as you enter the room. One crate holds a **Prism Blossom Seed**, the very seed that Boddyknock is looking for. Grab it to finish his henchman quest.

Sharp-eyed and eared characters will notice a trio of Minogons across the bottomless pit to the south. Poor little Minogons... So full of rage! Use ranged weapons and spells to put them out of their misery now, from a safe distance.

b Seal Guardian Golem

Head through the door there and... Aaaaagh! A Stone Golem! Kill! Kill! No, wait... Try talking to it first. It is the guardian of the ruins. All you need to get past it is a ring. Well, that's easy enough to find. Don't bother trying to trick it. It won't work.

c The Golem Signet Ring

Head down the hall that isn't blocked by a giant golem and things will get interesting. Right in front of you is a Battle Horror (CR 9) and a pack of Minogons. The Minogons are all over the place in this dungeon, and range in challenge from CR 3 to 8. Unfortunately, they all look the same, so you won't know how hard they are until after you've killed 'em. Keep your party separated and use ranged weapons when possible so they can't daze the whole party with their nasty Howl attack. Once defeated, you can get a **Greataxe** from each Minogon and the Helmed Horror will drop a **Greatsword +1**.

After killing the Helmed Horror go left until you see a bridge. Beware of the negative trap on the other side. Head through the door on your right and now you'll get to fight three Gargoyles and some more Minogons. YEAH! At the end of the gargoyle's bridge is a chest with the **Golem Signet Ring**. With this in hand you will be able to pass by the Seal Guardian Golem and enter level 2 of the Creator Ruins. But never let down your guard: Even after passing by the Seal Guardian Golem, you will need to keep your eyes open for traps and fend off more Minogons.

There are more many other rooms on this level, but they're filled with Gargoyles and Minogons. The reward? Some low- to mid-range treasure. If it's worth it to you, go for it. Many of the enemies can be killed from across chasms and behind gates, so this is a great opportunity to get easy XP.

Minogon
Level 10 Construct

CR 8	HP 90	AC 15

Abilities
Stunning Howl (x3)
Immunities: Paralysis, Death Magic, Poison, Disease, Critical Hits, Mind-affecting spells, and Level/Ability Drain

Weapon
Greataxe (1d12+3)

Battle Horror
Level 13 Construct

CR 9	HP 71	AC 11

Abilities
Same as Minogon plus
Immune to Flame Arrow

Weapon
Greatsword +1
(2d6+4 +3 Fire damage)

Creator Ruins: Level 2

a Seal Guardian Golem

This level is much the same as the previous level. Use the good ol' shoot-'em-through-the-gate tactics to beat a pack of Minogons, and then speak with another Seal Guardian Golem. There are two ways to get past him. The first is to show him the ring you obtained in the first level. The second is to search this level for a **Creator Scroll**. While the words don't mean anything to you, if you have seen it you will be able to speak to the Golem and he will let you pass.

b The Creator Scroll

If you choose to search for the **Creator Scroll**, you will be facing lots of Gargoyles and Minogons. In a small chest, across the bridge in the other room, you will find the **Creator Scroll** along with some precious gems and potions. Don't get too caught up in the looting, though: The three doors in this room all open when the chest is disturbed, releasing a trio of Flesh Golems.

Flesh Golem

Level 13 Construct

CR 7	HP 49	AC 18

ABILITIES

Greater Rage (x2)

DR 15/+1

Damage Vulnerability: Fire (50%)

WEAPON

Slam (2d8+3)

c The Helmed Horror's Treasure

Go back across the stone bridge and hang a left. Hiding in a secluded corner in this area is a room with a Helmed Horror. It guards a (trapped) boss treasure, if you're interested.

Creator Ruins: Level 3

a Seal Guardian Golem

Okay, apparently the Creators REALLY like Golems. For the third level in a row, a Seal Guardian Golem blocks your way. This one, however, has no interest in having a lengthy discussion. It instantly starts attacking. He is only CR 5, but you'll be in a bind if you don't have a blunt weapon to switch to or a damage-deal spelling to cast. Remember, you can always teleport back to Neriuk and buy a mace if you need to.

Seal Guardian Golem

Level 3 Construct

CR 5	HP 25	AC 12

ABILITIES

Slow Bolt (x3)

DR 10/+1

Immunity to Piercing and Slashing Weapons

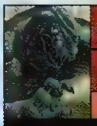
WEAPON

Slam (2d10+2)

If you try going through the door right away, you will notice that it is protected; you must find the key in order to open it. So head out the other door. Be careful where you step, though. There are more traps here than on any of the previous levels.

b Deathtrap Hallway

Here you enter a large circular hallway. It is filled with Minogons and a Gray Render. Fortunately you don't necessarily have to face both at the same time. Try to hit the Gray Render from a distance; since it has some wicked claws and its bite is something I wouldn't wish on a dog I didn't like.



Gray Render

Level 10 Beast

CR 8	HP 125	AC 19

ABILITIES

None

WEAPON

Claw (1d6+6)

Claw (1d6+6)

Bite (2d6+6)

c The Fallen Thief

This area is crawling with Gargoyles, Minogons and a Gray Render, just like the last one. Also, watch for traps. Once past them you will find a dead thief in the next room. On his body you will find the **Thief's Journal** (quite humorous) and the **Stolen Seal Key**. You can leave this area and head straight for the door, or venture further in and get some more archaeological treasures.

d The Battle Horror's Treasure

In the final room of this area, you'll face a Battle Horror. Well, maybe "face" isn't the right word. Whip out your bow in the room before and aim for the glowing blue sphere. He's a little too smart to stand for that for long, but the head start will certainly help.

Battle Horror
Level 13 Construct

CR 11	HP 71	AC 11

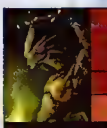
ABILITIES
Same as Helmed Horror

WEAPON
Greatsword +1 (2d6+6)

Once he's been defeated search the chests. In one you will find 2 **History Scrolls**, which tersely describe how the Creator Race was put in stasis during the Ice Age and that they forced a group of slaves to protect them. When you're finished here, go back the way you came to the seal door.

e The Creator Race

Just when you thought it was safe to explore the ruins of a powerful and ancient race with unknown motives and powerful guardians, you encounter the Creators. Just past the seal door you will see three Creator Sorcerers (CR 8). They are old and cranky and itching to unload a truckload of pain on you. The best tactic here is to skip the fancy stuff, rush in, and do some serious melee damage, since they don't have any armor and no natural defenses. Their only defense is a good offense, involving such spells as Fireball and Haste.



Creator Sorcerer
Level 8 Wizard

CR 8	HP 58	AC 12

ABILITIES
Combat Casting
Empower Spell
Spells: Up to level 3 including: Invisibility, Summon Creature II, Fireball, Haste

WEAPON
Dagger (1d4)

f The Mystery Unravels

Here you will encounter your last Creator Sorcerer. When he has been injured enough, he will want to talk. He is one arrogant son-of-a... umm... lizard? Or is it a she? It seems that the centuries of being in stasis has put him/her a little bit out of touch with reality. Once you've had enough of this guy's/girl's superiority complex, he/she will fight you again. Too bad you never figured out whether it was male or female.

After you finish him/her off, loot the chests. You will find the **History of the Slave Race**, the **Initiate's Primer**, and finally a tome entitled **Dread Queen Morag**. Go through the portal at the end of the room and you will be popped out to the Storage Area of the Troll Caves. Leave there and go back to the archeological compound. Give Jax the **History of the Slave Race** book and receive your reward.

Congratulations! You discovered an ancient race of mysterious beings, slaughtered them, and looted their compound! That's what we call *extreme* archaeology.

2 Neverwinter Woods— Druid Encampment

A Wyvern's Camp

When you enter this area a stranger approaches you and asks for your help. He says animals are attacking some of his ranger friends. When you go to check it out, it is an ambush! The stranger is Wyvern, one of the convicts in the ***Port Llast: Bounty Hunt*** quest. Focus on killing the animals, and when they are dead he will, of course, surrender. This will allow you to give him a chance to tell his sob story. You can make the same deal that you could make with the other convicts: If you ask him to share information about his cohorts, he will tell you where to find Zor. As if you didn't already know! Better to kill him... Then you can snag the **Feywarden Crossbow** (+2 normally, +5 vs. Orcs) and 99 **Bolts of Piercing** in addition to **Wyvern's Ear**.

Wyvern
Level 5 Ranger

CR 4	HP 58	AC 12

ABILITIES
Weapon Focus (heavy crossbow)
Point Blank Shot

WEAPON
Heavy Crossbow (1d8 + 1d4)

B Aawil's Camp

Speaking with any of the druids here about Aawil will open up the ***Neverwinter Woods: The Spirit of the Woods*** journal entry, if you didn't get it opened by Ballard back in Port Llast. Now go speak with the head of the druids, Aawil. He will tell how three of his best druids where sent to investigate the animal attacks. He hasn't heard from them since. This will start the journal entry for the ***Neverwinter Woods: The Missing Druids*** quest. He's willing to pay you 500 GP for solving the mystery of the animal attacks and 300 GP for each druid you return safely.

C The Druid Challenge

If you have at least one level of the druid class, you can talk to Jaer about the ***Neverwinter Woods: The Druid's Circle*** quest. Like ***The Gauntlet***, As you fight each druid you rise up in the order and the next challenge gets harder. After each battle, you earn the Ring of the appropriate circle, which can cast a spell once per day. The opponents you face are:

Welcar
Level 7 Druid
CR 5 | HP 49 | AC 12
ABILITIES
Druid spells up to level 4 including Call Lightning, Summon Creature III and Flame Strike
WEAPON
Quarterstaff+2 (1d6+2/1d6+2)

Henna
Level 8 Druid
CR 7 | HP 76 | AC 13
ABILITIES
Druid spells up to level 5 including Call Lightning, Flame Strike, and Slay Living
WEAPON
Sickle +2 (1d6 + 5)

Janken
Level 11 Druid
CR 9 | HP 90 | AC 12
ABILITIES
Druid spells up to level 5 including Call Lightning, Flame Strike, and Slay Living
WEAPON
Heavy Flail +3 (1d8 + 5)

Elgar
Level 5 Druid/Level 5 Fighter
CR 8 | HP 63 | AC 12
ABILITIES
Druid spells up to level 3 including Call Lighting and Summon Creature III
WEAPON
Weapon: Scimitar +2 (1d6 + 5)

D The Deep Woods

Not far from the druid camp, is the entrance to the Deep Woods. You'll encounter nothing but CR 5 boars here, and a hostile Dryad. The Dryad will actually give up some good information after she surrenders. Her primary suggestion is that you speak with the druids, if you can find them. She also mentions a nymph that might not be affected by the madness engulfing the forest. Lastly she speaks of the witch, Setara. Begin your search for answers by going to speak with the Nymph.

E The Spider Cave

This cave is full of spiders, the most dangerous being a Queen Spider just like the one in ***Mutamin's Challenge***. You'll get mostly class loot here, ranging all the way up to high, and some boss loot in one of the cocoons.

One of the cocoons in the southeast corner of the map contains Orlane, one of the lost Druids. Miraculously, he is still alive, and has a few important clues for you.

F The Nymph's Home

Once you enter the Nymph's home you will start encountering fairies and nymphs. These encounter shouldn't be too difficult, but just make sure you rest up between them to ensure you have enough strength to survive. A spell to raise your saving throws and protect you from their primarily magical attacks would help too.

a The Nymph's Slave

Locked away in this bedroom is a human who has been thoroughly charmed by the Nymph. He has a mindless loyalty to the "mistress" and is completely naked. Don't worry, you can't see anything. He will attack you, but as he gets weakened, so do the mental bonds. Once he surrenders he will tell you all he knows, which isn't much.

b The Druid Terari

Here is another one of the captured druids, Terari. His search for the answer to the animal attacks led him here. Well, it was either his search or his... uh... shall we say "history" with the nymph that lives here. She cast a spell on him while he was... uh... "exposing himself to nature". He has been trapped here ever since. "Free" him and he will return to the druid camp, ending the ***Neverwinter Woods: Rescuing Terari*** quest. Wow, when you think about it, Orlane sure got the short end of the captured Druid stick.

Just behind where the druid was standing you will see a door, protected by a Level 12 Electrical Trap (DC 31). Inside is an armoire with a **Lock of Nymph's Hair**. This is what you need in order to complete Sharwyn's quest.

c The Nymph

After the Nymph fails to dominate you (damn it!) she'll become more friendly and give up quite a bit of information. She will explain that something needs to be done to help the Spirit, but she doesn't know what. She tells of a portal that leads to the Realm of the Spirit, but the only person she knows to have gone there was a druid who killed himself to get there. He did so with a **Ceremonial Dagger** that can be found in the chest directly behind her.

You'll also find the **Mirror of Vanity** that Setara needs, and the **Treatise on the Spirit of the Wood** in this area.

G The Heart of the Forest

On the far side of the wood is the entrance to the Heart of the Forest. The main threat here is the three Dire Bears located around the area. They are CR 8 and can be quite a challenge if you don't plan carefully. Make sure to hit them from a distance and stay away from their claws (2d4+10), but the real damage is done by their 2d8+10 bite.

Dire Bear
Level 12 Animal

CR 8	HP 102	AC 17

ABILITIES
None

WEAPON
Claw (2d4+10)
Claw (2d4+10)
Bite (2d8+10)

Camp Site

In a crate here, you will find the Spirit Poison, the cause of the damage to the Spirit of the Woods. Who had been camping here?

Ancient Dire Bear Cave

This cave is empty, except for a single Ancient Dire Bear. But believe me, one Ancient Dire Bear goes a LONG way. The random treasure is hardly worth the trouble.

Ancient Dire Bear
Level 12 Animal

CR 17	HP 300	AC 17

ABILITIES
Intensity (x1)
Cleave

WEAPON
Claw (2d4+10)
Claw (2d4+10)
Bite (2d8+10)

Setara's Home

As you enter this cave you realize that it is really quite a lovely home. Amazing what you can do on a witch's salary. You will start encountering CR 3 Mephits, various Elementals and the occasional Invisible Stalker, but you've handled those before. Also, beware of Flesh Golems; one lurks in the library while the other is guarding the prison where the druid Bree is being held.

Flesh Golem
Level 15 Construct

CR 9	HP 60	AC 16

ABILITIES
Greater Rage (x2)
DR 15/+1
Damage Vulnerability: Fire (50%)

WEAPON
Slam (2d8+3)

a Setara

This is the witch herself. Speak with her and explain your mission. She will assist you if you obtain for her a mirror, which she believes will restore her youthful beauty. This will start the ***Neverwinter Woods: The Witch's Mirror*** quest entry in your journal. The mirror can be obtained quite easily from the Nymph. Once you've satisfied Setara, she will give you **Setara's Gem**, which Elaith is in need of, and **Setara's Key**, so you can rescue Bree. She'll also refer you to the "**Treatise of the Spirit of the Wood**", in the smaller library behind her.

b The Druid, Bree

Locked away here is one of the druids, Bree. Once you get past the fact that she is exceptionally conceited about her looks, she tells you pretty much the same thing that Terari told you. At least you get 300 GP from Aawil for letting her go.

c The Library

This is the library. A fact, which is given away by the abundant presence of books. Well, my friends, your average books aren't the only things hiding out here. Tucked away here is the famous **Imaskarran Tome of Resonance**.

The Portal

Clicking on the altar here will kill you. But that's okay; it also transports you to the Realm of the Spirit. And besides, its not like you haven't died before.

L ✓ The Realm of the Spirit

After your death you enter the Realm of the Spirit. But all is not safe here. You will instantly be assailed by creature of this realm. You'll mostly see CR 2 Pixies and Grigs, but the toughest things to beat down here are the CR 8 Will-O'-Wisps.

Will-O'-Wisps
Level 9 Aberration

CR 8	HP 40	AC 30

ABILITIES
Invisibility (x3)
Immunity to Acid, Cold, Electrical, Fire, Sonic, Death Magic, Paralysis, Mind-Affecting Spells

WEAPON
Will-O'-Wisp Shock (2d8 electrical)

a Relmar

In the middle of the bridge in front of you is a dwarf named Relmar. He has gone really quite insane. Always rhyming and never making too much sense. Have patience

Relmar
Level 12 Fighter

CR 10	HP 144	AC 11

ABILITIES
Power Attack
Cleave

WEAPON
Blacksoul Sickle (1d6+4)

with him and he will tell you quite a bit, if you make your Persuade checks. It was he who poisoned the Spirit of the Wood, at the request of the cult. Something about a rune that the Spirit was hiding. The poison he used was supposed to kill her but it didn't. Now he is stuck in this realm and can't escape. He also knows how to cure the poison. He also brought along the **Spirit Poison Antidote**, and you can find it in a pile of rubble just behind him.

Relmar's insanity will eventually get the best of him and he'll want to kill you. Time to dispatch him, post haste. He wields a **Blacksoul Sickle**, a nasty little weapon, which allows the wielder to regenerate. Hit him hard and fast to overcome his regeneration and bring him down quickly. When you've defeated him you'll get **Relmar's Journal**, which is one of the two pieces of hard evidence Aribeth seeks, and will open the ***The Search for the Cult: Relmar's Journal*** entry in your journal.

b The Spirit of the Wood

As you enter this area, you'll be attacked by a deer. But that's no ordinary deer; that's the Spirit of the Wood.

The poor deer (ha ha, get it?) has gone completely mad and attacks on sight. Oh-boy... This is a tough boss fight so prepare well and fight your best. He will surrender after losing about 200 HP, and you can begin to converse.

Spirit of the Wood
L.5 Fighter/L.11 Sorcerer

CR 14	HP 262	AC 19

ABILITIES
Combat Casting
Arcane spells up to level 5 including Chain Lightning, Ethereal Visage, Greater Shadow Conjuration, etc.

WEAPON
Slam (1d6+5) Slam (1d6+5)

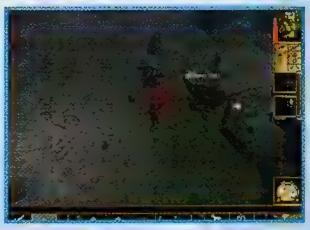
At first the Spirit will be a little confused, but the second time you talk to it you can communicate that you are here to cure it. When you do so it will tell you the tale of the rune Relmar sought. Note to evil characters: He will attack those who attempt to extort treasure from him, and if you kill him your alignment will shift even darker.

If you didn't kill him, the Spirit will send you back to your world. If you did, step through this portal behind him to be taken back to the Heart of the Forest. Report to Aawil to close the ***Neverwinter Woods: The Spirit of the Woods*** journal entry.

Chapter 2: Part 4
The South Road

1 Part I: The South Road

You can enter this area from Port Llast or the East Road. Either way, pay special attention to the wild animals you will encounter. Dire Boars and Dire Wolves are the biggest threat, but a well-balanced group can handle them quite easily.



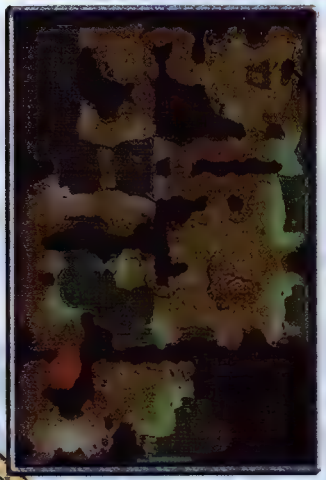
Dire Bear
Level 12 Animal

CR 9	HP 102	AC 17

ABILITIES
Power Attack
Cleave
Intensity (1x)

WEAPON
Claw (2d4+10)
Claw (2d4+10)
Bite (2d8+10)

A The Ancient Tomb of Maegel



As you enter this optional cave area, you'll find a Brown Bear waiting (CR 5). When you enter the larger cavern, you'll find three more Browns and a Dire Bear (CR 9). Get your Hold Animal spells and Animal Empathy skill warmed up, and let loose if you want to avoid a punishing fight (Dire Bears typically do 15–25 damage a hit). The corpse in the corner has some boss-level treasure, and has fallen in front of a mysterious rusty door. There's no key, so either pick the lock (DC 34), cast Knock, or start bashing.

The hall beyond the door is protected by a variety of Imps and Mephits—no problem for a seasoned adventurer. The first alcove to your left ends in a gate (DC 25). Don't worry if you can't open it; an alternate way is open just around the corner. That route passes a chest protected by gas-producing mushrooms. If you approach the chest, it will set off this trap—apparently it can't be disarmed. I guess that makes sense... How can you disarm a mushroom? The chest yields some medium general treasure.

In the room behind the gate is a corpse surrounded by loot bags. They contain several **Potions of Endurance** and one **Potion of Bull's Strength**, as well as a book titled "***A Treatise on Forgotten Heroes and Villains***." Examine the corpse to read the last words

of the fallen adventurer.

This adventurer, Glavius, was in search of the final resting place of Maegel, some historic figure. There was to be a riddle, and he had the answer. Well, now so do you. Head out of the room, past a small army of imps, and around to the well near the pool. If you approach the well and look into it, you will be given the option of trying to swim to the other side. You'll need a Constitution of 16 to make it to the other side. That's where the Potions of Endurance comes in handy. Quaff 'em 'til your Constitution is high enough, and then dive on in.

On the other side, you will see a sarcophagus on a pedestal. Pull the hanging crank, and you will be visited by the ghost of Maegel, who poses this question: What was the name of his clan? Of course, no one would know that unless they had the book that you now possess. Name clan "Mirialis," and he will be quite amazed that you know the answer. Don't tell him the truth as to how you gained this information, though; or he'll be reasonably upset (actually, go ahead and do so... It's quite hilarious). Imagine! Waiting hundreds, maybe thousands of years for someone to find your tomb. Waiting for someone to tell you if your life had any purpose. To tell you if your name and clan was remembered at all, just to find out that some yahoo read it in a book he stumbled upon. Some things are better left unsaid.

Your reward? The **Watchmen's Helm**, which casts light all around

B Bran's Cave

and grants the wearer True Seeing. At the end of this cave, you'll find one of the boys from the ill-fated werewolf hunt. Early in the cave, you'll face mostly CR 1 wolves and CR 3 Worgs. After you turn the corner and start heading south to Bran's spot, you'll face a Wolf Pack Leader. Make sure to heal up and re-summon fallen beasties after that fight, because Bran is just ahead.

Pack Leader
Level 6 Animal
CR 13 | HP 250 | AC 14
ABILITIES
Power Attack
Cleave
WEAPON
Bite (1d8+7)

Like the other werewolves, you'll have to battle Bran before he'll surrender and give you the opportunity to convince him to use the Silver Charm. Until he does, stay away from him and hit with long-range spells and weapons. When he moves into melee, have a fighter or animal friend keep him busy while mages cast from a safe distance. These guys have incredible AC's in wolf form, so spells are a low-level party's best chance of doing damage.

Bran (Werewolf)
Level 16 Fighter
CR 11 | HP 148 | AC 17
ABILITIES
Damage Resistance 10/+1
WEAPON
Claw (1d3+5)
Claw (1d3+5)
Bite (1d8+5)

C A Bridge Troll (How Cliché!)

The only bridge over to Wanev's property is guarded by a friendly troll named Lerk. Lerk will let you

pass if you have **Wanev's Wardstone**, so if you skipped the Wanev's Cottage area, you'll have to kill him. No big deal. He is only CR 5; so clean the floor with him. This means you'll then have to pick the lock on the gate at DC 28 or bash it down.

D The Underground Entrance to Wanev's Tower

If covert operations are your thing, you can take this "secret" entrance to Wanev's Tower, although it's a bit harder than just going in the front door. Down here, you will face four Trolls (two in the cavern, two in the hallway beyond it) and a Troll Berserker, which guards a boss treasure. In this wide-open cavern, it's easy to shoot them down with spells and ranged weapons before they can get close enough to strike. Once you've cleaned up the trash, head through the door at the end of the hallway to go up to the main floor of Wanev's Tower.

E The Main Entrance to Wanev's Tower

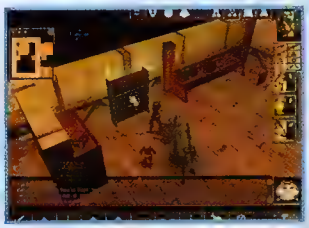
Guarded by two Ogres, this is the main gate leading to Wanev's Tower. At this point in the game, Ogres should be a joke to you (CR 2). More blood! Yeah!

a Wanev's Tower Floor 1

The tower is guarded by both Flesh Golems and Bugbears. Neither will be a threat to you if you have the Wardstone from Wanev's Cottage. If you don't, you can move around the main hallway by slipping in between the Flesh Golem patrols. You can also lure out the Bugbears by banging the gong outside their room, and then running down the hall and slipping into the room with the stairs from the door on the other side of the hall.

b Wanev's Library

Wanev's Library contains the **Imaskarran Tome of Ice** that Eltoora seeks. Ironically, the Tome of Ice is guarded by a deadly fire trap, so take a close look at that bookcase before you reach in to grab it. The alchemy table, which has some minor treasure, is also trapped.



c The Portal Room

As you enter, you notice a portal in the middle of the room. Beware of a trap on the steps up to the portal. Also, watch out for the Gargoyle statues, which, predictably, come alive if you get too close. Step through the portal, and you will be transported to Wanev's quarters, where Wanev awaits with a flurry of spells on his lips.

This won't be an easy fight by any means, considering his vast array of spells up to level 7. As soon as you appear on the scene, unload your most powerful spells and weaponry on him, and he will surrender after 50–60 points of damage. Make sure not to do much more than that, or you'll kill the poor guy before he can give up.

When he does surrender, ask him for the gem that Elaith needs. He will tell you that in order to get the gem, his summoning chamber needs to be cleared of its... uh... new inhabitants. It seems he was completely slobbering drunk when he decided to summon an Imp. Well, needless to say he messed up and the Imp, Gulgash, started bringing in more demons. Consider this cautionary tale to be a public service message from your friends at BioWare: Friends don't let friends summon planar outsiders drunk. Offer to help, and the ***South Road: Closing Wanev's Portal*** quest will be added to your journal.

Wanev
Level 12 Wizard

CR 15	HP 90	AC 15

ABILITIES
Combat Casting
Arcane Spells: Up to level 7, including: Melf's Acid Arrow, Haste, Lightning Bolt, Ice Storm, Stoneskin, Cone of Cold, Chain Lightning, Power Word (Stun)

WEAPON
Quarterstaff +1 (1d6+1)

d Wanev's Summoning Room

Hey there, pardners! This is Crrrrazy Gulgash, down-here at Gulgash's House o' Mephits and I'm up to my horned little forehead in Mephits! I've got Magma Mephits, Dust Mephits, and Earth Mephits! It's an all out Mephit blowout! I've got more Mephits than I know what to do with! These quality Mephits are going for UNBELIEVABLE prices! I've got Fire, Steam, and even Ooze Mephits! You're saying to yourself, "How can he handle that many Mephits?," and the answer is, I can't! So come on down to Gulgash's House o' Mephits for these once in a lifetime deals!

Okay, seriously. This area is really all about Mephits. They're all CR 2 and 3, so they shouldn't be too hard, as long as you rest up between each fight. Watch out for traps all over the floor, and don't step into the portal, or you'll trigger a negative trap. Head out this first room and activate the lever mid-way down the hall. This will weaken the Mephits you encounter in the next room. Once there, clear them out and look in all the chests, **Wanev's Gem** is in one of them. Leave the room and head across the bridge. If you choose to go for the chest on the bridge, watch out for the electric trap on the right-hand side.

Once on the other side of the bridge, you encounter Gulgash. If you've been holding back so far, don't bother doing so here—this is the last battle in this area. Take him down quickly and violently, then grab **Gulgash's Heart** and place it in the brazier near the portal to close it down. Head back to Wanev and collect your reward of a **Krotan's Skullcrusher**.

GULGASH

Level 10 Outsider/Level 4 Cleric/Level 4 Sorcerer

CR 10	HP 81	AC 13

ABILITIES

None

Spells: None

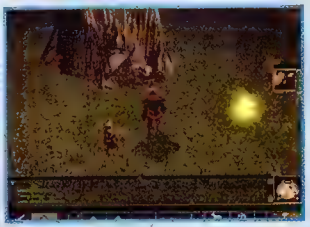
WEAPON

Claw x 2 (1d2+2)

Bite (1d2+2)

2 Part II: Farmlands

A The Stirge



Hiding out in the hollow tree trunk here is the weaselly baby-killer, Stirge. He doesn't even try to fight you before surrendering and offering a deal; he wants to play a word game in exchange for information and his life. If you win, he will give you **Stirge's Ear** and any information he knows about the whereabouts of his fellow convicts. In the game, he will say a word and you have to say what word defeats his without being it's opposite. He will start off with the word Darkness. There are certain words that will result in your victory and certain words that won't. The winning word combos follow, and it doesn't matter which combo you use (red is you, black is him):

Candle - Wind - Wall - War - Goodness - He loses

Candle - Wind - Anchor - Rust - Oil - He gives up

Sun - Cloud - Wind - He loses

Sun - Cloud - Daylight - He loses

Joy - Tragedy - Grieving - He gives up

Joy - Tragedy - Justice - Zealotry - Compassion - He gives up

Fire - Water - Dam - Flood - Ship - He gives up

Fire - Water - Sun - Clouds - Wind - He loses

Fire - Water - Sun - Clouds - Daylight - He loses

After his loss, the Stirge will tell you about Delilah's whereabouts. Yesgar got her hired onto a caravan that passes out east of town so she could lay low there for a while.

If you do end up having to kill him, the fight will be over almost before it begins. With only 9 HP, he won't be able to do much before even a summoned Dire Badger can strike the finishing blow. Whether you fought him or not, don't miss the Boss chest behind his hideout. If you do kill him, grab the **Wondrous Glove** from his corpse.

The Stirge
Level 1 Bard
CR 1/2 | HP 9 | AC 13
ABILITIES
Alertness
WEAPON
Weapon- Short Sword (1d6)

B Farmer Ingo

Farmer Ingo is a nice older gentleman who has some information which might be useful to you. You can ask him about strange local events and he'll tell of a mean stranger who passed through a few days ago. He will also mention that his son is also having problems. Go inside the house to talk to Erik.

Erik, inside the house, does have a problem. He wanted to impress the girl across the way, Constance O'Deel, so he let her see his mother's brooch and she won't give it back. Agree to help him out and this will open the ***South Road: The Brooch of Erik's Ma*** journal entry.

C Farmer O'Deel

Peter O'Deel is having problems. It seems that wolves are attacking his cattle. He wants you to track down and kill Silverback, the leader of the wolf pack, and bring back her head. Accepting the mission will open the ***South Road: Peter and the Wolves*** quest journal entry.

In his home, you can talk to Constance, the wench that is keeping Erik's Ma's brooch. And she won't let go of it. Well, not for less then 1,000 GP. You can talk her down to 250 GP, but that's the best deal you'll get. Unless, of course, you pickpocket her. Ah, the five-finger-discount. Gotta love it.

Return the Brooch to Erik and, depending on your charisma, he will give you 400, 500 or 650 GP. If you are human you can ask for more based on common genetic make up. If not you can still get that extra 100 GP, either through persuasion or PERSUASION.

D Silverback's Cave

Here you will face wolves, wolves and more wolves, the worst being the Dire Wolves (CR 5). In the far back of the cave you will face Silverback, the wolf Peter Ingo wants you to kill. Fight her and eventually she will surrender. You can then ask her to stop hunting the cattle and people. If you make the persuasion check she will agree and you can leave with that reassurance. If you fail, you will need to kill her in order to complete Farmer Ingo's quest.

If you do kill her, Peter will give you the 300 GP (and 500 XP) he promised. Upon a successful persuasion check he will give you 75 more. If you negotiated with Silverback instead of killing her, you must make a difficult Persuasion check on Peter in order to convince him that she won't be bothering him anymore.

Silverback
Level 15 Animal
CR 10 | HP 104 | AC 19
ABILITIES
Power Attack
Improved Critical
Cleave
WEAPON
Bite (1d8+7)

E The Lost Brother

If you've met Jaheel or Tarran in the Alliance Arms or Green Griffon tavern, and accepted ***South Road: Poor Neva*** quest, you'll find them here. But all is not as it seems... The three of them are actually cult agents sent to stop you. Go along with their little act and they will lead you to a group of stones where Neva is waiting, and then all three jump you. They aren't very high level, so it should be a pretty easy task, if you can divide them and keep Neva's Sneak Attacks at bay.

Loot Neva's corpse to find a **Letter to Neva**. You may also find some quality random treasures on her corpse, and the bodies of her "siblings."

Jaheel
Level 6 Fighter
CR 5 | HP 49 | AC 16
ABILITIES
Power Attack
Cleave
WEAPON
Short Sword (1d6+3)

Tarran
Level 6 Fighter
CR 5 | HP 49 | AC 16
ABILITIES
Power Attack
Cleave
WEAPON
Short Sword (1d6+3)

Neva
Level 4 Fighter/Level 4 Rogue
CR 6 | HP 56 | AC 19
ABILITIES
Power Attack
Two-Weapon Fighting
Cleave
Sneak Attack (+2d6)
WEAPON
Sharpshadow Blade (1d4+3)
Kukri +1 (1d4+3)

F — The Haunted Forest

Taking the path into the woods south of the farmlands will bring you to the Haunted Forest. Here you will encounter a plethora of incorporeal beings, from Allips to Wraiths to Shadows. Keeps your eyes open for those wisps of ethereal movement that give these beings their mysterious presence.

All throughout the area are chests and barrels and skeleton bones. Loot everywhere... except the skeleton bones. If you get too near one of these it will turn into a very upset Skeleton and there is a one in ten chance that it will turn into a Skeleton Chief.

Near the entrance to the city of Charwood you'll find a glowing red obelisk. If you grab the **Old Scroll** from the chest at the opposite end of the wood you'll have the answer to the obelisk's puzzle: Nether Shall Rule.

a The Haunted Crypt

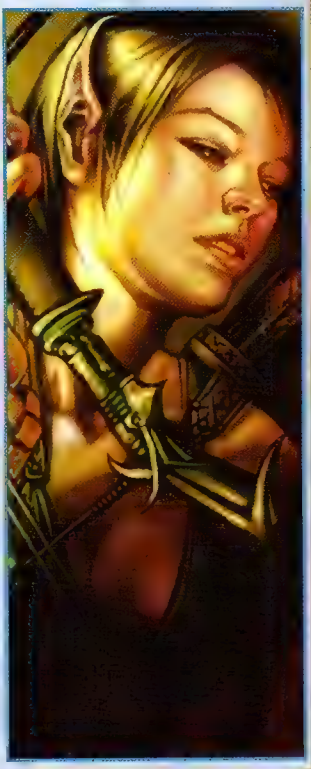
Step through the portal and into the tower to be faced with a legion of undead, from Skeletons to Zombies. There are also fire and electrical traps on the bridge that are fairly hard to detect. You'll have to pull the levers on the east and west bridges to open the gates, but you'll want to shoot the Zombie Warriors (CR 6) and Ghoul Ravagers (CR 8) through the bars

before you do. Great XP has never been so easy.

And the reward? Boss treasure in a sarcophagus at the other end of the crypt (watch out for an acid trap in front of the steps). There is also some general medium treasure behind the platform that the sarcophagus rests on, but going there will spawn more skeletons and possibly a CR 10 Mohrg.

3 Part III— Charwood

Most people you talk to in Charwood are completely insane and not remotely helpful, other than to tell little snippets of a much larger tale. Speak with Quint, the crazy man by the gate to start the ***Charwood: The Village of Eternal Night*** journal entry. As you search the town, speak to villagers, even though they won't make much sense. Also speak to the Mayor. If you're having trouble reading between the babble, I will reveal the tale in a sidebar on the next page. This will give away the answer to the puzzle of Charwood. If you'd prefer to figure it out yourself, then please do not read it!



The Story of Charwood - SPOILER ALERT!

Many years ago the Brothers Jhareg ruled this town. The one brother, Karlat, was a powerful wizard and the other brother, Quint, was a kind and benevolent cleric of Lathander. Karlat decided that he was going to perform the necessary ritual to become a Baelnorn. He summoned a demon by the name Belial, who tricked Karlat into thinking that in order to accomplish the ritual he had to lure all the children in the town into the castle and kill them all. Belial also told Karlat that once the ritual was complete all the children would be brought back to life with no memory of having been killed. Karlat believed the demon and convinced his brother Quint to invite all the children from Charwood to the castle for a "party". When the children arrived Karlat locked them in and killed them all with a spell.

The Morninglord, Lathander, did not feel that he had the right to pass judgement in this situation. So, he removed Charwood from it's place in time in order to wait for a Judge to come who would be able to pass judgement on the town and seal it's eternal destiny. Since that day, the spirits of the people of Charwood have lived here, repeating those last few hours over and over and over again. It is up to you to find out the details that have just been explained and to stand before "The Guardian" along with the Brothers Jhareg to pass judgement.

When you begin your investigation of the mystery you will know nothing of Karlat's desire to become a Baelnorn. You will not know of his brother's involvement in the whole plot. Nor will you know of Belial's cunning trickery in the fulfillment of this tragedy.

The Charwood Inn

If there is one place of particular interest here in town, this would be it. It is here that you will find a now deranged member of the Cult of the Eye. You can ask him questions but he never really tells you anything. Even upon successful persuasion checks, his answers are far too cryptic and vague to be of much use, with one exception: He will explain that the cult is located in Luskan.

Eventually, the cultist will eventually become enraged and attack you. Watch out for his spells, but other than that, this is a very straightforward battle. Once you've killed him, take the **Charwood Journal** as further proof of the cult's location. This will add a new entry in your journal, ***The Search for the Cult: The Charwood Journal***.

Strange Man

Level 7 Sorcerer

CR 5	HP 33	AC 12

ABILITIES

Combat Casting

Arcane Spells Up to Level 3 including: Burning Hands, Magic Missile, Sleep, Invisibility, Lesser Dispel, Melf's Acid Arrow, Fireball, Haste

WEAPON

Dagger (1d4)

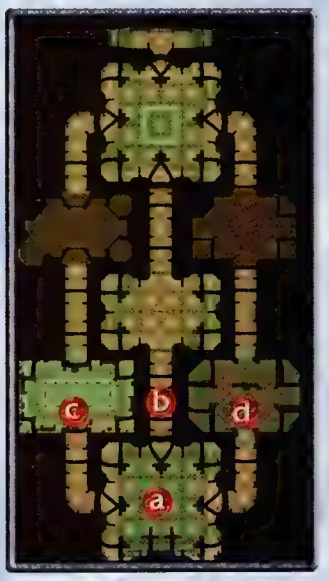
The Mayor's Office

Mayor Mobley will reveal a small piece of the tale, update your journal, and point you to Castle Jhareg for answers. Armed with what little you know, head to the gate on the east side of the town and convince the guard that he is supposed to open the gate for you.

Castle Jhareg: Main

a The Entryway

As you enter this magnificent Castle you will see three locked doors and a chest, which holds a letter, "**The Three Paths of Justice**" and one **Castle Jhareg Riddle Key**. The letter, written in riddle form, describes three different "paths" that you must choose between. This refers to the three doors in this room. The riddle is quite straightforward. The left hand path will pit you against fiery dangers. The right hand door will call for you to face undead. The middle path will lead you to "the True Path of Justice". Choose carefully... The key will only unlock one door!!



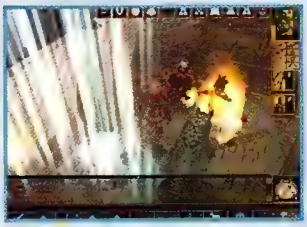
b The Middle Path

If you actually have any hopes of accomplishing anything in this castle, you may want to use that key here. There are no traps, no monsters, and nothing to stand in your way, except for chests full of delicious treasure. At the end you will meet "The Guardian", the being placed here to put the "Judge" on the path to discovering what happened here so many years ago.

If, however, you are a masochist and want to see what is behind the other doors, these next sections are especially for you.

c The Left Path

Okay, so what is down the left corridor? Look for firetrap in the middle and to the left of the floor. You will battle fire creatures between CR 3 and 5. Hit the Red Slaadi first before they can gate in more Slaadi or you'll be here for a looooong time. At the end of the hall will be a Huge Fire Elemental. If you succeed in defeating him you can pull the lever to open the door. But open the chest first, so you can read the note that chastises you for picking this path. You better make better choices in the future, you numbskull. Now, how about the right hand door?



Huge Fire Elemental

Level 16 Elemental

CR 12	HP 148	AC 21

ABILITIES

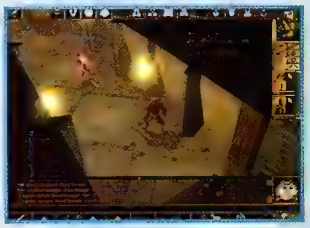
- Immunity to Fire
- Paralysis
- Mind-Affecting Spells
- Poison

WEAPON

- Fire Elemental Slam (2d6+3)

d The Right Path

Okay, so you've chosen the right door, huh? As you proceed watch out for traps on the right side and in the middle of the hallway. But first, you will start facing undead creatures CR 1/2 to 11. This isn't supposed to be easy. Like I said, you have to be a masochist to want to go down either one of these halls. At the end of this hall there is a Ghoul Ravager. Once he's out of the way, look for the lever on this side. Also take a look at the chest. In this one, there is a note chastising you.



Ghoul Ravager

Level 9 Undead/Level 7 Fighter

CR 12	HP 120	AC 12

ABILITIES

- Aura of Unnatural (x1)
- Haste (x2)
- Turn Resistance +2

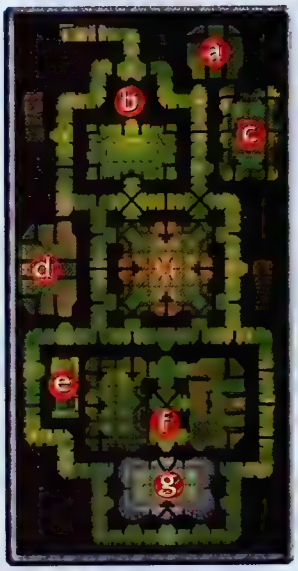
WEAPON

- Two-Bladed Sword +2 (1d8+3/1d8+3)

e The Guardian

Speak to the Guardian in the center of the room. She will unfold part of the tale of the Brothers Jhareg. She won't say what the crime was, only that you must find it out from them and obtain their oaths. Once you accept you will be given a key unlocking the door behind you, which leads to the two brothers. When you are ready head through the door and up to one of the brother's tower.

Quint's Chambers



The cold grip of undeath lingers in the air here. Everywhere you turn you are confronted with the cold blank stare of those trapped in this state of unrest. Our suggestion? Well, for one, watch out for negative traps. They are everywhere. Secondly, either have a cleric that can turn undead or kill them as fast as possible, and rest up between fights. You're likely to fight a lot of Tyrantfog Zombies and other undead with a gas attack that is centered on themselves. If you can take them out at long range, you can protect yourself from this paralyzing fog.

a The Alchemical Lab

Here you'll find a **Letter to Quint Jhareg**, and several **Empty Bottles**. By following instructions in the letter, divine spellcasters can make Heal, Aid, Bless, and various high level Cure Potions. This

has nothing to do with the quest at hand, and is hardly worth the trouble, considering how many you've probably already found.

b The Key

In a chest in this room you will find **Castle Jhareg: Quint's Key**, the key to the room where Quint Jhareg has been isolated. You will need to speak with him and obtain his oath before you can stand in judgement to decide their fate and the fate of the city of Charwood.

c Holy Urns

Searching these urns, scattered throughout Quint's quarters, will generate a random divine scroll.

d The Library

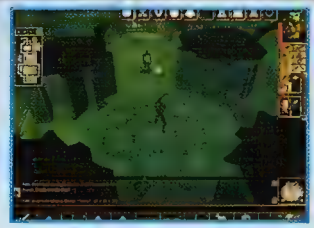
The large book here is unreadable, but the boss-looking chest contains the **Imaskarran Tome of Death**, sought by Eltoora. You'll need to get past a lock of DC 32, however.

e Quint's Bedroom

The only item of great significance here is **The Journal of Quint Jhareg** in the bookpile. It truly seems that Quint had believed his brother's intentions in inviting the children to the castle where genuine and sincere.

f The Bodak

Quint is surrounded by several locked doors, and only this one can be unlocked. Just your luck... It's guarded by a Bodak! If you're capable of casting the spell Death Ward, now is a good time to do it, or any spell that raises Saving Throws (like Magic Circle against Alignment), because Death Gaze is a crappy way to die. He has a lot of magical immunities, so melee combat (with +1 or better weapons, natch) is probably the best way to go. But he is vulnerable to Magical and Cold-type spells, as well as anything that is effective against undead.



Bodak
Level 7 Sorcerer
CR 16 | HP 130 | AC 22
ABILITIES
Improved Critical
Death Gaze (x6)
Damage Reduction 10/+1
Damage Resistance Acid and Fire [20/-]
Immunity to Electrical
WEAPON
Slam (2d8+4)

g Quint

When you first speak with Quint he will express his extreme feelings of guilt. When asked for an oath, or asked if the journal is true, he will freely give the **Oath of Quint Jhareg**, stating that he is responsible for the deaths of all the children.

F Karlat's Chambers

Here you will meet with fire creature after fire creature, and a small army of Slaadi. As always, kill the Slaadi first, and keep a few good Healing Kits on hand for dealing with the Red Slaadi Egg disease.

You'll also find Hell Hounds (CR 3), in the storage room, and a Huge Fire Elemental (CR 12) at the end of the main hall.

Huge Fire Elemental
Level 16 Elemental
CR 12 | HP 148 | AC 21
ABILITIES
Immunity to Fire
Paralysis
Mind-Affecting Spells
Poison
WEAPON
Fire Elemental Slam (2d6+3)

a The Fire Library

Just south of the entrance you'll find a room with several important items. One armoire contains a variety of creature items: a **Bodak's Tooth**, Two **Firebeetle Bellies**, a **Rakshasa's Eye**, and a **Skeleton's Knuckle**. You may need the Firebeetle Belly here, and the others can be used to make items in Eltoora's lab. Two other pieces of furniture contain, collectively, a **Necromancer's Robe**, **Wand of Fire** (a rare wand that can be used by *any* class), a poem about fire, a Burning Hands scroll, and a Flame Arrow Scroll. Are you getting the theme here? If not, I'll help you out: The theme is fire.

b The Key

In the first room on the west side of the hallway, the chest surrounded by light contains the **Castle Jhareg: Karlat's Key**, and a nasty fire trap.

c The Large Library

There are two books of interest in this library. One is the **Journal of Karlat Jhareg**, located in the cabinet by the door (locked with a DC of 28). The other book is quite a bit larger. Go to the candelabra and use it. This will illuminate the large book enough for you to read it. This book is another journal of Karlat Jhareg, which catalogs his attempt to summon a demon named Belial. The key piece of information here is the use of Fire Beetle Belly and the casting of a low-level fire spell. This will open the journal entry, ***Charwood: Belial's Tale.***

d Summoning Belial

Put the Fire Beetle Belly in the brazier and target the brazier with the Wand of Fire found in the library. Up from his hiding place comes Belial, Lord of Fire. You may speak with him and he will confess to having tricked Karlat into commiting the horrible crime. He will also give you his written oath that what he has said is true. Perhaps this will help convince the Guardian that neither brother is truly guilty.

If you do not summon Belial you will have to base your judgement on the oaths of the two brothers. You won't have the full story, but it's still enough to bring this to a satisfactory conclusion.

e Karlat's Den

In one bookcase you will find the **Imaskarran Tome of Fire.** In the other you will find a bunch of rare and valuable spell components that will also be of interest to Eltoora, among others. They include **Fairy Dust**, a **Fenberry**, **Ironwood**, and the **Ettercap's Silk Gland**.

f Karlat

After defeating the Huge Fire Elemental, you can unlock the doors to this room and speak with Karlat. His ritual was botched and he is now a half-lich. He blames his brother for what happened, but if you've read the Summoning Book and ask him about Belial then he will suggest that you summon and speak with him. If you've found his journal he will give his oath that it is true. If you haven't he will give an oath saying that his brother was behind it all.

Judgement

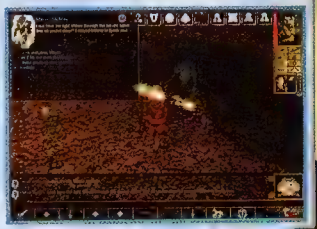
Once you've obtained the oaths of the two brothers and possibly the oath of Belial, then return to the Guardian. She will ask if you are ready to stand in judgement. Give her your judgement and the consequences will be carried out. Be forewarned. Once you've given your judgement there is no going back. There are 4 possible judgements. If you find Quint guilty, the phylactery will be returned to Karlat so that he can finish his ritual. If you find Karlat guilty, the phylactery will be destroyed and both brothers put to rest. Either way, the village is returned to the folds of time. If you said Quint was guilty then the town's folk will be doomed to torture by Belial's forces.

Lastly, you can declare neither brother guilty. If you do, you must provide Belial's oath. Since Belial's fate and the fate of everyone in the village and castle is tied to the fate of the phylactery, you must now decide the fate of the phylactery. If you choose for it to remain with the Guardian, then the town and all the inhabitants of the castle will forever remain outside the weave of time. Thanks a lot, Judge.

If, however, you choose to take it yourself, you must guard it forever. The town and the castle will be returned to the weave of time and all will be free of this endless existence. You will then be given **The Phylactery of Karlat Jhareg**, which can cast Sanctuary once a day. Don't drop it! Ha ha! Let's play keep away, Quint and Belial… Just kidding, Karlat. Geez, lighten up.

Leaving Charwood

As you leave Charwood, depending on your judgement, you will meet with the town's mayor, in ghost form. If your actions have freed the town he will thank you for freeing them and reward you with a chest full of gold. If your judgement turned control over to Belial, then he will be reasonably upset.

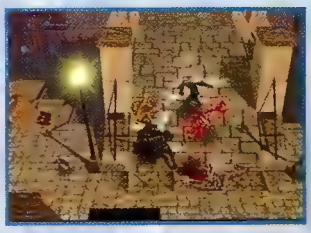


Chapter 2: Part 5
Luskan

1 Luskan

After giving Aribeth the last of the necessary evidence, she will inform you that they will be going to Luskan to start their search for the cult there. When you have tied up all your loose ends, head north past the Green Griffon and speak to the guard at the city gates. He will let you in, but you won't ever be allowed back out.

Beautiful Luskan! The sights, the sounds, the Giant Wererats around every corner. Upon entering the city proper, you will see a group of hideous beasts attacking someone. This someone is Gregor Armiste, a guard for the local brothel. He is the first person in Luskan to clue you in on the goings-on here. Ask him about what has been happening, and he'll reveal that two High Captains, Baram and Kurth, are at war with each other. Kurth is stronger and has a mighty force of assassins behind him. Baram is a little sneakier. He is the one whose men have all been infected with Wererat lycanthropy; which is not surprising, seeing as how he's made his home the sewers.



Once you've sapped all the knowledge you can from Gregor, head on out and explore the rest of the city. There are plenty of men from both High Captains' factions wandering around, so be very careful.

A The Wink and Tickle—1F

Ah, the lovely women of Luskan. It seems that they get all their business from the men of the two High Captains. The only person worth speaking to on the ground floor is Bela, the... proprietor of the Wink and Tickle. She'll give you the vital statistics on the city of Luskan, the battle between the High Captains, and the Arcane Brotherhood's silence throughout this whole matter. She will also tell you about some problems some of her employees are having. You can start the ***Luskan: Strange Bedfellows*** journal entry from here by asking around.

In a chest in one of the rooms in the back of the first floor, you will find a **Lever of Stone**. If you are doing the ***Luskan: Colmarr's Fantabulous Contraptulater*** quest, you will need to grab this.

B The Wink and Tickle—2F

This just might be it—the place you've been waiting for. The den of iniquity where all your wildest fantasies come true. Yeah, right. Either they're already occupied or they aren't in the mood. The best that you can hope for is some gold and experience to show for your

hard work.

Go talk to the halfling, Erb, in the main room. He needs his ring back from the Lady Jadale. Obtain it for him and, depending on your charisma, he will give you between 400 and 650 GP, plus 100 more upon a successful Persuade check. This corresponds to the ***Luskan: Erb's Delicate Problem*** journal entry.

Search the rooms for either Rhaine or Oreth. Speak to the one of the opposite sex, because the other just won't want to speak to you. Get one to open up to you, and you will complete the ***Luskan: Strange Bedfellows*** journal entry. They both want the High Captains dead, and will give you the keys to their compound: **Kurth's Base Key** and **Baram's Base Key**. Neither Oreth nor Rhaine will give you any reward for the deed, unfortunately.

In another of the "entertainment" rooms, you will find Yvette, a woman with her share of problems. It seems that she had a child with one of her patrons, and he has taken the child away from her. She wants you to return her daughter to her. If you are successful, she will reward you 500 GP and another 150 upon a Persuade check or threat. Accepting the quest will open the ***Luskan: The Harlot's Husband*** journal entry.

C The Cutlass Inn

There are two people here worth speaking with. First is Elynwyd. Kurth has taken his sister captive, and he wants you to free her. He'll give you **Elynwyd's Signet Ring** so she'll know who sent you. Accepting the mission will start the "***Luskan: Saving Evaine***" journal entry. Return her to him, and he will reward you with 300 GP and 75 more upon Persuasion or threat.

The second person worth speaking to is Londa. She too has missing loved ones—her nine children, taken by Baram. Helping her out will open the ***Luskan: Nine Lives*** journal entry.

This quest doesn't have the happiest ending, so when you find out what happened to the kids, you may want to lie to Londa; it's the only way to get her to give you the key to her husband's treasure. Tell her that the children were sent off to orphanages in other cities. She requires proof, though. If you show her Tomlen's stuffed bear, she will believe you.

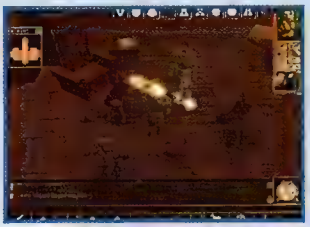
D Jadale's House

Those of you doing the ***Erb's Delicate Problem*** quest will need to speak with Lady Jadale here. Like Erb said, she is very reluctant to part with the ring. You have two options: Fight the guards and forcibly remove the ring from her possession, or work on your persuasion and bluffing. Thieves have another option.

The easiest way to trick her into giving you the ring is to claim that Erb hasn't paid taxes on the ring, and that if she doesn't give it to you, Erb will have to be thrown into jail. She, of course, doesn't want that, so she will give you the ring. Any other course of reasoning just makes the Persuasion checks harder.

E The Harlot's Husband

Here is the home of Garlone, father of Yvette's child. You can persuade him to let the child go in two ways. First, try being blunt and tell him to hand over the child. When he refuses, make the Persude check for him just to give the child to you. If this fails, you can threaten him or try to work out a deal. He'll want 1,000 GP at first for the girl, but will accept 250 GP easily enough.



F The Temple of Tyr

Your old friend, Aarin, is here! Speak with him for an update about Aribeth, and information about infiltrating the Host Tower. He will tell you that in order to get in, he must be able to forge a pass, based on the passes held by the High Captains. Obtain one of these and return it to Aarin to continue the ***The Search for the Cult*** quest.

G Merchant's Place and The Smithy

Here are two of the proper shops in town. The Smithy has some okay stuff, but the best items for sale in town are at Colmarr's and the Temple of Tyr.

H A Shady Character

If your character has at least one level of rogue, you can thieve supplies you might need from the covert equipment retailer. Since this is the only place you can buy good thieving equipment in the Chapter, it's worth a peek.

I Colmarr's Shop

This little gnome sells a variety of cool magical items, but he seems to have a problem. His recent invention is broken; it's a device that transforms the city's sewer water into magical potions. Talking to him will begin the journal entry for the ***Luskan: Colmarr's Fantabulous Contraptulater*** quest. To fix it, you will need to collect the three missing levers that the sabotaging undead ripped from it. If you succeed in fixing his "contrapulator," he will henceforth give you a discount in his store and allow you to use the repaired machine.

J Kurth's Quarter

There are two entrances to the Docks from this location. If you go through the gate in the crumbled tower instead of the crack in the wall, you won't get to deal

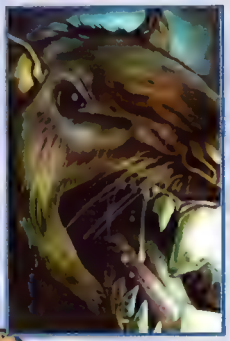
with Kurth and you'll have to go through a short sewer tunnel to get to the docks. The sewer is full of bugbears up to level 5—Nothing to be too concerned about, and no treasure worth the trouble, so move through them quickly and on to Kurth.

K The Slum Sewer Gate

This is the secret entrance to Baram's sewer headquarters, which can be unlocked by the key that your contact in the Wink and Tickle gave you.

L The Main Sewer Gate

If you didn't talk to anyone at the Wink and Tickle, you'll have to use this entrance to get into the sewers. Even if you did talk to someone, you may want to pop into this section of the sewers to get your treasure from Londa or to advance the the ***Luskan: Colmarr's Fantabulous Contraptulater*** quest. Note that if you do go this way, you won't have the opportunity to speak to Baram.



2 The Docks

A High Captain Kurth

If you took the crack-in-the-wall entrance, you'll find the great and mighty High Captain of Luskan, Kurth, who is waiting here to congratulate you and offer you a proposition as part of the ***Luskan: The High Captains*** quest. Not surprisingly, he wants High Captain Baram's Head, and is willing to pay you handsomely for it. 1,500 GP is the highest he will go at first, but if you can get a counter offer from Baram, you can get as much as 3,000 GP. Haggling with this guy is risky business, though. If you fail your Persuade check, he will no longer speak with you. Eventually, you will want to attack this little twerp. If you do, he'll disappear, and his bodyguards and archers will become hostile.

B The Ruins of Illusk

Something ancient and evil lurks below the streets of Luskan. It has been prophesied that one day a hero from the south would come and destroy this evil. Now that day has come, if you're up to the challenge.

The statue to the left of this door will tell part of the story of Illusk. Venture inside to begin the quest and open the journal entry for ***Luskan: The Ruins of Illusk***.

Skull Warrior

Level 6 Undead (Level 6 Fighter)

CR 15	HP 186	AC 23

ABILITIES

Improved Power Attack
Cleave
Improved Critical (scythe)

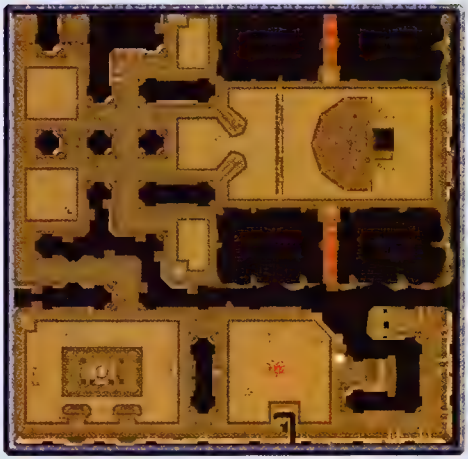
WEAPON

Scythe +2 (2d4+7)

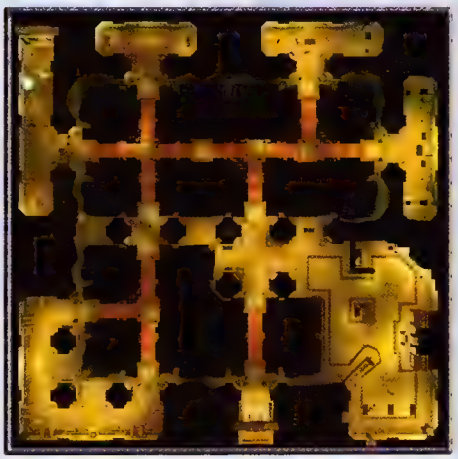
Once inside, you will have to take care of the Skull Warrior in this first room. And he isn't the easiest guy to beat. The best idea is to stay back and nail him with your long-range spells and weapons, but this may be hard to do in these tight quarters. Once he's dead, you'll get the **Scythe +2** and the **Skull Warrior's Head** from the remains.

There is another statue in here that will expound on what lies beneath. There appears to be someone by the name of Voleron the Damned involved in this whole issue. Also nearby is an altar. To break the first seal and head downstairs (watch out for a trap on the way), place the Skull Warrior's Head on the altar.

Ruins of Illusk: Level 1



Ruins of Illusk: Level 2



a Ruins of Illusk: Level 1

This is another archeological site that you are going to tear apart in your search for fortune and glory. Oh well! Watch out for the mummies—they're everywhere. At this point they should be pretty easy for you, but catching Mummy Rot is still a possibility, so long-range tactics are preferable. There are also lots of places to search for treasure, so keep your eyes peeled for possible hiding spots.

Go through the room ahead and then to the left to a hallway that eventually leads to a large room. On the far left side of this room is the Fallen Hero. Evil characters will want to watch themselves; this is a paladin you're facing. Anything you can do to weaken his +6 strength bonus would be great, such as power and level-drain spells. Be sure to take the **Hero's Heart** from his corpse and place it on the altar to break the second seal.

Fallen Hero
Level 14 Paladin

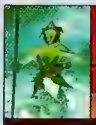
CR 13	HP 174	AC 20

Abilities
Power Attack
Cleave
Lay on Hands
Smite Evil

Weapon
Paladin's Sword (2d6+9 + 1d6 cold damage)

b Ruins of Illusk: Level 2

Watch out for Shadow Fiends. They are everywhere, and tend to be in large groups. If you've become accustomed to using electric damage spells like Lightning Bolt or Chain Lightning to take care of multiple enemies, you'll have to change tactics here; they're immune to such attacks. Melf's Acid Arrow works quite well, but you'll want to get backup from a fighter. Follow the hallways around to the back, and you'll find this level's Guardian, a Water Elemental Guardian. All those electric damage spells you've been saving up come in handy with her. Hit her hard in the beginning, and stay back from her 2d10+8 slam, and you should be okay. Once she's defeated, take the **Blessed Water** from her remains and place it on the altar to destroy the third and final seal.

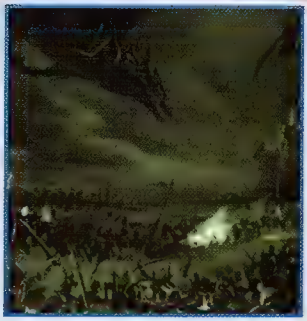


Water Elemental Guardian
Level 21 Elemental

CR 14	HP 199	AC 24

ABILITIES
Improved Critical
Cleave
Water Elemental Pulse (x1)
Damage Reduction 10/+2
Immunity to Fire, Paralysis, Mind-Affecting Spells, Poison

WEAPON
Slam (2d10+8)



Voleron
Level 15 Wizard

CR 15	HP 110	AC 12

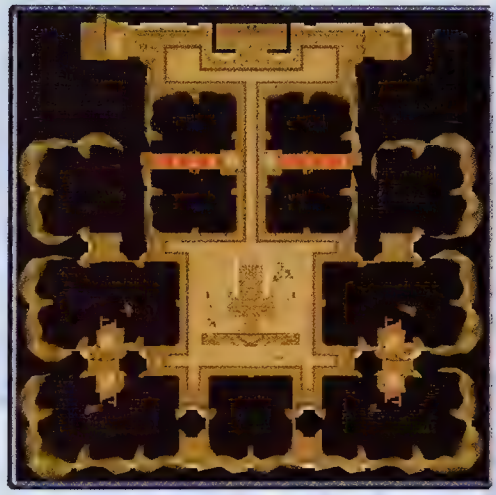
ABILITIES
Combat Casting
Spells: Up to level 8 including: Improved Invisibility, Cloudkill, Cone of Cold, Dismissal, Chain Lightning, Greater Dispelling, Greater Spell Breach

WEAPON
Dagger (1d4)

Ruins of Illusk: Level 3

More mummies and other undead roam the last level of the Ruins of Illusk. Head down the bridge in the center for the final face-off with Voleron. Before you get to him, you'll meet his Warrior Mummy. Blast it with long-range spells (particularly electric ones) and magic-based long-range weapons (since piercing, slashing, and bludgeoning don't hurt him much), and then head in for the final battle.

Voleron is another matter. He has a plethora of really nasty offensive spells to throw at you, so mages should be prepared to counter whatever they can while your associates pick away at him from melee range. This is a very tricky battle, but with the right tactics and spells, it can definitely be done. Once he's defeated, head around the platform to the portal in back, but watch out for fire traps on the way.



Warrior Mummy
Level 6 Undead/Level 6 Fighter

CR 11	HP 76	AC 18

ABILITIES
Damage Reduction 10/+2
50% Immunity to Bludgeoning, Piercing, Slashing, Fire
50% Vulnerability to Electric

WEAPON
Warrior Mummy Slam (2d6+4)

Kurth's Lair

The final area of interest in the Docks is the home of High Captain Kurth, a spiky and uninviting building on a northeast island. Its guarded by an Ogre Deathward, who won't be too happy to see you. Take advantage of his low AC by rushing him with Power Attacks, Rapid Shots, and multiple weapons. When he falls, you'll find a suitable reward of boss treasure in the covered pile of bodies by the entrance.

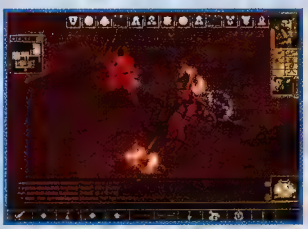
Ogre Deathward
Level 10 Giant/Level 10 Sorcerer

CR 12	HP 120	AC 12

ABILITIES
Combat Casting

WEAPON
Bastard Sword +1 (1d10+5)

When inside, you'll find that the portal on the west side of Kurth's castle keeps a constant stream of planar outsiders—rom imps to succubi—flowing through this area. Fortunately, you can shut off the portal fairly easily.



The Prison

As you enter, take a right from the front door into the prison area. Here there are two of Kurth's Mercenaries (CR 2) and the Ogre Warden (CR 3). No trouble there. Loot the Ogre Warden's body for the **Prison Key**.

In the last cell on the right, you'll find one of Kurth's men, Tolan Losen. When Kurth went crazy, Tolan tried to leave, but Kurth threw him in here. You can get quite a bit of good information out of Tolan, including the fact that a man named Maugrim came to talk to Kurth one day and ever since then, Kurth has had this bloodlust. Now we're getting to the heart of the mystery.

Burke's Bedroom

In the small room northwest of the Prison is Burke's Bedroom. Burke was the wizard that owned this house before Kurth killed him and took it as his base of operations. Search Burke's body to find **Burke's Manual**, the book that will tell you how to close the portal. You will need two items: a ball filled with water from Celestia, and a piece of metal from the Abyss. The piece of metal, a **Smooth Token**, is right behind you in the corner, amidst all the rubble.

The Fountain Room

Search the fountain in this room to obtain the other item, a **Glowing Sphere**, which you will need to close the portal.

The Portal

Once you've obtained both items, click on the portal and destroy it. It will explode in a burst of light. Mission accomplished.

The Portal

Kurth has gathered a Vrock, a Rakshasa, and one of his cultists. Insurmountable odds, you say? They may be if you haven't destroyed the portal. But if you have, the outsiders will be destroyed, leaving only Kurth and the Cultist to battle.

When the smoke clears, start looting. On the cultist, you'll find **Bracers of Armor +2**, **Half Plate +1**, and a **Mace +1**. On Kurth you will find quite a bit: **Kurth's Head**; the **Prison Key**, and some delightful random treasures. On the Rakshasa, you get a **Bastard Sword +1** and a **Rakshasa's Eye**. Now go to the back corner and free Evaine. If you have the ring from Elynwyd, she will instantly believe you; if not, you'll have to do some convincing. Next, grab the **High Captain's Seal** from the chest in Kurth's bedroom. Finish your looting and get out of there!

Vrock

Level 8 Outsider

CR 11	HP 60	AC 25

Abilities

Power Attack

Cleave

Weapon

Claw (1d8+4)

Claw (1d8+4)

Bite (1d6+4)

Cultist

Level 6 Cleric

CR 5	HP 48	AC 9

Abilities

Combat Casting

Clerical up to level 3 including: Hold Person, Silence, Clarity, Cure Serious Wounds, Dispel Magic

Weapon

Mace +1 (1d6+2)

Rakshasa

Level 7 Outsider

CR 8	HP 52	AC 21

Abilities

Alertness

Dodge

Weapon

Bastard Sword +1 (1d10+2)

High Captain Kurth

Level 15 Fighter/Level 6 Barbarian

CR 14	HP 142	AC 11

Abilities

Power Attack

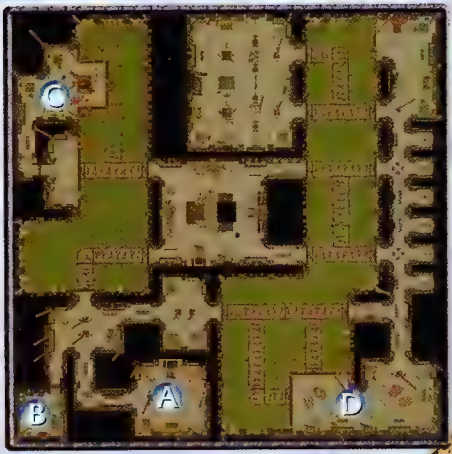
Cleave

Weapon

Cold Iron Blade (1d6+6)

3 The Sewers

You open the sewer grate and it screeches in rebellion. Years of rust and mold fall away from the crusty hinges. You can feel the grime on the metal and smell the stench of the sewers and know that you will never experience a smell worse than this. You crouch low to clear the stone encasement and descend into the rank sewers of Luskan.



From now, on you'll have a lot more respect for your local sewage plant workers. No matter which way you enter the sewers, you'll need to be watchful. Around every corner looms danger. Mostly you'll be facing undead, so watch for the occasional Mohrg. Also watch for Baram's Wererats—they pop up at the most impolite times. And watch out for traps everywhere.

A An Outcast Ghoul

The ghoul hiding in this area is in a predicament. His brother has stolen his amulet and is using it to help Baram create undead servants. Return the amulet to him, and he will give you the **Sewer Control Key** and the **Lever of Water**. If you press the issue, he will also give you 100 GP. Thanks, Ghouley. This is the beginning of the ***Luskan: The Ghoul Lords*** quest, now cataloged in your journal.

B Londa's Treasure Trove

Not far from the Outcast Ghoul is a locked door. Once you've received the key from Londa, you can return here to claim your reward: some boss treasure and general high treasure.

C The Fantabulous Contrapulator

Here it is: the device Colmarr told you about. Once you've obtained the key to the door from the Outcast Ghoul, you can bring the three missing levers here to repair the machine. Click on the rubble piles and the levers will be miraculously repaired. Now you can make all the potions your heart desires. Whoopee!

D The Ghoul Lord

Here is where you will have your showdown with the Ghoul Lord, the Outcast Ghoul's brother. Hit him hard with damage spells and your big melee weapons, and watch out for his Cloudkill and Confusion spells.

Once defeated, pick up his **Rod of the Ghost, Amulet of Power**, and the **Lever of Wind**. Return the amulet to the Outcast Ghoul to receive your reward.

Ghoul Lord
Level 10 Wizard

CR 13	HP 110	AC 18

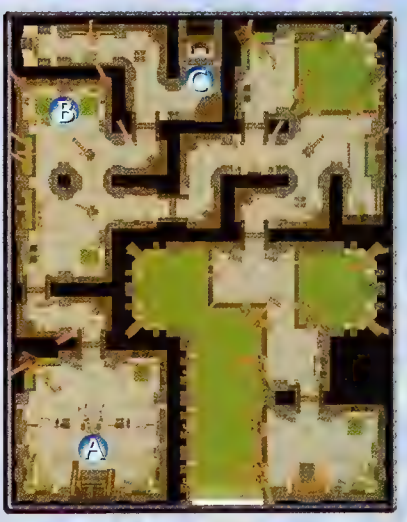
ABILITIES
Combat Casting
Empower Spell
Quicken Spell
Spells: Up to level 6 including: Fireball, Haste, Confusion, Animate Dead, Cloudkill, Magic Missile (Quickened), Chain Lightning

WEAPON
None

4 Baram's Sewers

There are two ways of getting to this area: Through the sewers described above, and through the "secret" slum entrance described to you by whoever gave you the key at the Wink and Tickle. If you use the key from the Wink and Tickle, you will meet up with Baram as soon as you cross into his section of the sewers. If you came the other way, then there is no negotiation period with Baram. Instead, you get to start fighting wave after wave of undead, the worst being Mohrgs (CR 10) and Skeleton Warriors (CR 7).

A High Captain Baram



Actually, this is just an illusion that Baram speaks through. He will make the same deal with you that Kurth made: Kill the other High Captain and get money. In fact, other than the personal flavor Baram adds to the conversation, it is the exact same as your conversation with Kurth. Baram will also agree to let Londa's kids go if you kill Kurth. Are you sure the two High Captains aren't twin brothers? They sure do have the same MO.

Once things turn sour with Baram you can charge ahead into his base. If you come through the gate Baram was standing in front of, you will first be faced with his horde of bodyguards: seven Ghouls, three Curst Rogues, and a partridge in a pear tree. They're actually pretty easy. The Rogues are CR 3 and the Ghouls are CR 2. Hit them with a good area affect spell, and send in the fighter to clean up.

B Wererat Captain

It's always good to know that the local lycanthropes are organized. The captain's bite is something to pay special attention to: Although it does no direct damage, it will infect and poison you. Summon something and put it in his way to slow him down, then hit him hard with long-range spells and weapons.

Wererat Captain

Level 7 Shapechanger/Level 5 Cleric

CR 10	HP 84	AC 20

ABILITIES

Combat Casting

Spells: Clerical up to level 3 including: Doom, Hold Person, Silence, Sound Burst, Animate Dead, Searing Light

WEAPON

Claw (1d6+3)

Slam (1d6+3)

Bite

C Yuan-Ti Necromancer

Guarding the entrance to Baram's Lair is the Yuan-Ti Necromancer. This lady packs quite the punch with her high-level spells. She will undoubtedly have her Stoneskin in place, giving her that added layer of protection that today's busy women need. A Sorcerer or Wizard can work best by countering (since her Spell Resistance prevents direct attacks). She has no melee weapon, so send your fighters and beasties in close.

Yuan-Ti Necromancer

Level 14 Wizard

CR 12	HP 100	AC 12

ABILITIES

Combat Casting

Empower Spell

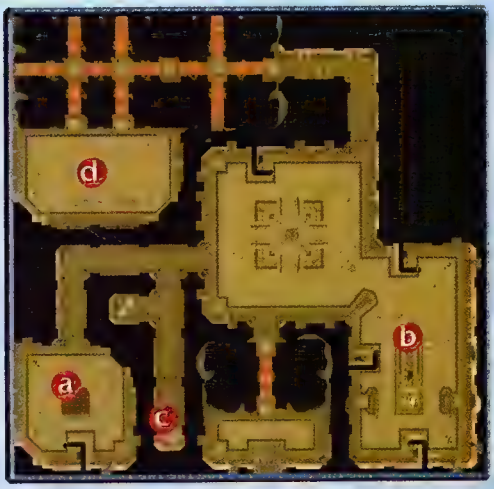
Spells: Up to level 7 including: Lightning Bolt, Enervation, Ice Storm, Stoneskin, Cone of Cold, Chain Lightning, Ethereal Visage, Power Word—Stun, Prismatic Spray

WEAPON

None

D Baram's Lair

This is quite an interesting area. There are plenty of undead here, but only a few are hostile to begin with. As you walk in, you will notice skeletons coming from the hallway to the left and spirits coming from the hallway to the right. They come up the stairs in the middle and join together in the portal in the middle, creating a Greater Mummy. If you try to attack the Yuan-Ti Necromancer or the Conjurer on either side of the portal, you will find that some sort of field is protecting them. Now you've got to find a way to attack them and destroy this portal.



a The Skeleton Generator

Head down the hall to the left, and you will see a bone pit with two headstones on either side, which vibrate with some form of energy. Destroy the headstones, and the Yuan-Ti Necromancer out in the main room will no longer have the complete protection surrounding her. Move in and hit her hard and fast.

b The Spirit Generator

Next, head to the right of the portal. Here a bunch of skeletons are worshiping some type of altar. This is where the spirits are coming from. The skeletons don't do anything until you attack them, so make your first strike count. Area affect spells and Lightning Bolt or Chain Lightning are amazing here. Now go kill the Yuan-Ti Conjurer in the other room. Now that you don't have to worry about mummies being created every minute or so, explore this area and collect its ample treasures.

c Children's Nanny

Here is a small encounter with a group of Giant, Phase, and Dire Spiders. By this time, this is kid's stuff, so cut through them and head to the far end of the room. Click on the center cocoon to free the Nanny of Londa's children. She is quite upset because Baram killed all the children, and she gives you a **Child's Bear** as proof. How are you going to break this to

Londa? When you return to her, you can try to lie and say that the children have been shipped off to orphanages in other cities. She'll believe you if you have the bear.

d Baram

Here is the weasel himself. Baram has hidden here with a Priestess of Mask. He also has two Gargoyle statues that cast Lesser Spell Mantle and Stoneskin on him. Destroy them to make your job easier.

You don't want to be trapped on the bridge with nowhere to maneuver, so charge in to the larger area that he is in. Take down the Priestess first. She is only CR 5, but she will constantly cast healing spells on Baram, and will try to summon creatures to distract you.

Once she's out of the way, start in on Baram. Keep in mind that he has the two protective spells on him, so just keep hitting him hard and often to cancel the Stoneskin. You can also try to dispel his protections to make your job easier. Once he's out of the way, loot his body to get **Baram's Head** and some nice random treasure. Search the Chest in the center of the back wall to retrieve the **High Captain's Seal** stashed there.

High Captain Baram

Level 15 Rogue/Level 6 Ranger

CR 12	HP 130	AC 14

ABILITIES

Ambidexterity
Two-Weapon Fighting
Dodge
Favored Enemy: Humans
Sneak Attack (+4d6)
Uncanny Dodge II

WEAPON

Short Sword +2 (1d6+5)
Bone Phoenix (1d8+4 + 1d6 Fire Damage)

5 The Host Tower

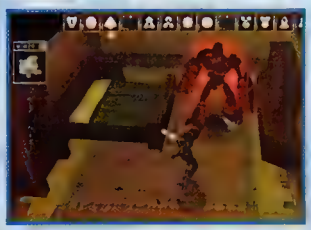
Once you have the **Diplomatic Pass** from Aarin, gaining entrance will be rather easy. You'll need to get past the gate guard, and then Captain Islund at the Host Tower front gate. He'll give you a hard time at first, but Aarin's forgery will convince him in the end.

A Host Tower: Level 1

In the rooms surrounding the foyer, you will find two other ambassadors. If you can convince them to speak with you about their purposes in coming, you will get some very interesting news. It seems that Maugrim is building an army to take Neverwinter, and the army's leader is someone you know well. Hmmmm....

More clues are in the room southeast of the entrance. One is a **Letter to Aribeth**. Another is a **Small Diary** in a chest along with the **Tower Entry Key**. Of course, the Shield Guardian in the room won't be thrilled if you take them, but he's not so tough if you can keep a steady stream of melee damage coming.

Use that key to unlock the door opposite the front entrance, and go around to the portal, dodging another Shield Guardian, a pair of Werecats, and a small army of guards. Step through the portal and you'll be transported to level 2 of the Host Tower. There, you will need to obtain the Portal Stones that allow you to gain access to other levels.



Shield Guardian

Level 15 Construct

CR 12	HP 82	AC 24

ABILITIES

Regeneration +5
Immunity to Spells of Level 4 or lower
Spells: Fireball (x2), Magic Missile (x2), Melf's Acid Arrow (x2)

WEAPON

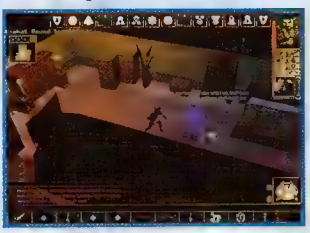
Slam (1d8+6)

B ✓ Host Tower: Level 2

The only thing standing in your way on this level is the wizard Blaskar and his legion of Underwizards and Acolytes. They try to suck the life right out of you with spells like Horrid Wilting and Energy Drain, and then follow up with damage spells like Chain Lightning to take care of your party. They also have a propensity to use Fear when they don't like the way the battle is going.

Have I mentioned yet how great Spell Resistance is? From Mirror Shields to the Ring of the Wood Elves, you should have something to grant you this ability by this point. Equip that, as well as anything that boosts your saving throws, before you go up against the wizards in the Host Tower. Outside of that, the only strategy we can recommend is area affect spells for the gatherings of acolytes, and a good old-fashioned rush-and-smash to take down Blaskar before he can cast anything too nasty.

Loot Blaskar's corpse for quite a few magical items. Sorcerers and Wizards will enjoy the **Wand of Missiles** with three charges of Magic Missile and the **Staff of Defense**, which casts a number of defensive spells. There is also a **Ring of Clear Thought +2** and a **Ring of Protection +2**. The room in the southwest corner has the **Level 4 Portal Stone**, and you can find the **Level 3, 5, 6, and 9 Portal Stones** in Blaskar's room or on his corpse.



Blaskar

Level 15 Wizard

CR 13	HP 105	AC 12

ABILITIES

Combat Casting
Empower Spell
Quicken Spell
Spells: Up to level 8 including: Fireball, Ice Storm, Summon Creature IV, Cloudkill, Chain Lightning, Greater Stoneskin, Finger of Death

WEAPON

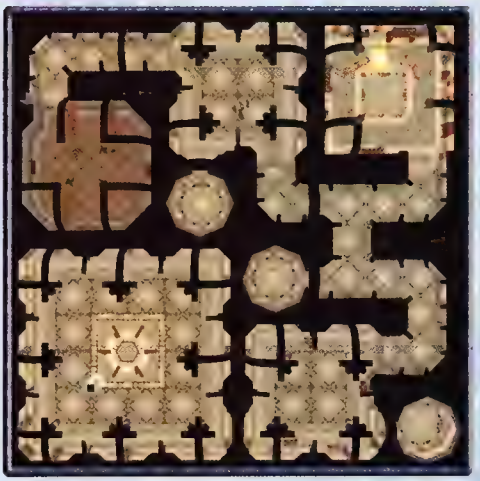
None

C ✓ Host Tower: Level 3

Search a corpse on the floor for the **Dispatch**, a note with a bit of background. It appears the wizards here have made the classic mistake of mixing Abyssal Summoning with Infernal Summoning. Clearly they missed that ABC after school special, as this floor has been turned into an outsider free-for-all as Infernal Imps battle Abyssal Quasits.

If you feel like cleaning up the Arcane Brotherhood's mess, you can destroy the two portals. Putting an item from the opposite plane into either portal will destroy it. So kill a Greater Quasit for a **Quasit Eye** and an Imp Ravager for an **Imp Eye**. Put the Quasit Eye in the Hell Portal and the Imp Eye in the Abyss Portal. Chalk that one up to community service and move on.

Host Tower: Level 4



In the first room, pick up the **Journal of Arteno Geth** from a corpse to get the game plan for this area. Battle your way through a pack of wimpy acolytes and a few nasty Flesh Golems (switch to the blunt weapons, troops), and you'll find two small rooms that each contain a chest and a Flesh Golem.

The first chest contains the **Golem Control Rod**. The second contains the **Golem Replication Rod**. Head back down the hall, and you'll find the Golem Creation Chamber. Add both rods, stir, and voilá! Instant Helmed Horror—and for once it's on your side. Helmy will charge down the hall, smash that door you couldn't open, and start fighting the Iron Golem on the other side. Oooh! Get some popcorn and watch the match. Well, maybe instead of watching you should pitch in and take care of Rimardo and his Underwizards.

Watch your back, because that Iron Golem may take down Helmy and come after you. You'd better make sure you've taken out the wizards before this happens, or you'll be stuck between an Iron Golem (whose slam does 2d10+11 points of damage) and wizards that can cast pretty high-level spells at you.

When you've whittled Rimardo down far enough, he will surrender and tell you quite a bit about what has been going on in the last few weeks here. If you kill, threaten, or pickpocket Rimardo, you can obtain a letter to him from Maugrim. Other than a few potions and an **Ice Talon**, Rimardo also has a **Ring of Protection +2** and a **Ring of Clear Thought +2**. The chest in his office has the **Level 7 Portal Stone**.

Rimardo
Level 12 Wizard

CR 11	HP 100	AC 12

Abilities
Combat Casting
Empower Spell
Quicken Spell
Spells up to level 6 including: Fireball, Stoneskin, Cloudkill, Circle of Death

Weapon
Ice Talon (1d4+2 + 1d6 Cold Damage)

Iron Golem
Level 18 Construct

CR 14	HP 99	AC 30

Abilities
Poison Gas (x2)
Damage Reduction 30/+3
Damage Vulnerability: Electric 50%

Weapon
Slam (2d10+11)

Host Tower: Level 5

There are two doors leading out of the main room you teleport into. Either door will throw you into a room of Underwizards, a battle you should be very familiar with at this point. The hallway to the right has two traps, and ends in a large room with a woman surrounded by magical sparks. This is Nephithys, the advisor and assistant to Arklem. She begs you to free her by destroying the brazier a few feet away. Question her before doing so, because once you free her, she'll simply hand over a **Scarab of Portection+3** and disappear. In the armoire in the corner is a **Level 6 Portal Stone**, and in the

chest in the other corner is a **Level 7 Portal Stone**.

The other door off the main room leads to a library and a row of four doors. The left hand door (the northwest-most one) will lead to what may be the most heavily guarded chests in the game. It is surrounded on all sides by traps sitting atop another, but they're all fairly easy to disable (DC 20). The chest yields some high-class treasure and a **Level 8 Portal Stone**. The door to the right of that will spawn a horde of Slaadi and fire creatures, the toughest being the CR 13, 15, and 18 Fire Elementals. There is no easier way to put this: stay away.

The door to the right of that is just a store room, but the fun continues in the door across from that (to the south). This one opens up to a Battle Devourer (CR 11). Why open the door at all? Because the room also contains a corpse holding boss treasure, which is more than the stupid Fire Elementals had.

With the Battle Devourer's 20/+3 damage reduction and immunities, it's hard to find something to hurt him with other than good old brute force. He is 100% immune to Cold, Fire, Acid, Electrical, and Sonic damage. Even brute force is going to be tough, as he has an AC of 30. It's times like this when you start to believe that discretion really is the better part of valor… Grab the treasure and run.

Battle Devourer

Level 9 Aberration

CR 11	HP 78	AC 30

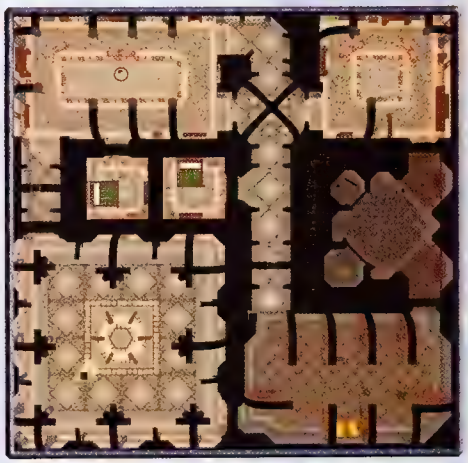
Abilities

Power Attack
Cleave
Dodge
Fear Gaze (x6)
Immunity to Cold, Fire, Acid, Electrical, and Sonic damage

Weapon

Battle Devourer Claw (2d8+2)

Host Tower: Level 6



Once you've teleported into Level 6, keep an eye out for Minotaurs. There is one in just about every room. Off to the right is a library. Nothing of much interest here, so head down the open hallway to the northwestern room, where Valindra awaits. If you take the eastern passage from the library, you'll be stuck in a grimy-looking room with your old friend the Battle Devourer, and no treasure worth taking.

Valindra is a worthy opponent. If you entered this room via the hallway from the library or if you've already met up with the Battle Devourer, Valindra will be prepared with spells like Stoneskin, and ready to cast something nasty when you when you walk in. Once defeated, the only thing she'll drop is a **Quarterstaff +2.** The real loot is on the other side of the south-facing door. Here her familiar and a floor trap guard a chest with boss treasure, a **Level 8 Portal Stone**, and a **Level 9 Portal Stone**.

Valindra

Level 13 Wizard/Level 6 Cleric

CR 12	HP 69	AC 15

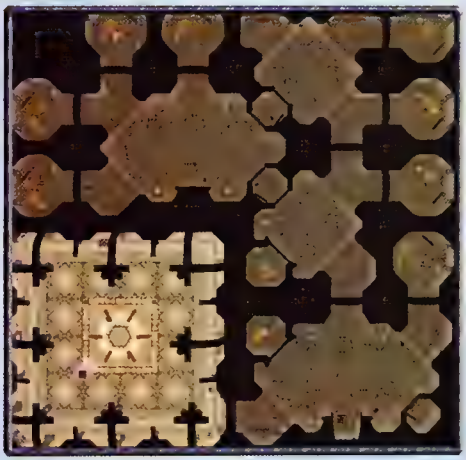
Abilities

Combat Casting
Empower Spell
Quicken Spell
Spells up to Level 5 including Animate Dead, Cloudkill, Stoneskin, Confusion, Fireball

Weapon

Quarterstaff +2 (1d6+3/1d6+3)

Host Tower: Level 7

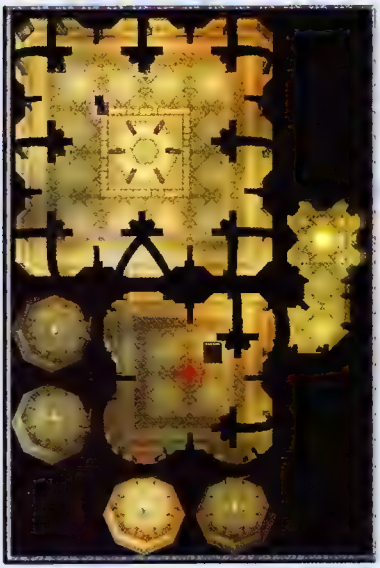


This is a pretty easy level, although it's totally optional if you already got the Level 9 Portal Stone from Valindra. Kill the Warden and the other Minotaurs that roam the cell-blocks, and loot their bodies. If you don't already have one, you can get the **Level 9 Portal Stone** from the Warden. Counting counter-clock-wise, the last cell in the place contains a wizard named Deltagar. He gives more of the same type of information you've been receiving from all the people you've talked to in the tower. In the cell just to the right of him is a Grey Slaad. Two more doors away is a CR 15 Lich. Two more cells contain prisoners who do nothing for you and are quite crazy... I prefer to leave crazy people alone. Now that I think about it, I prefer to leave Grey Slaads and Lichs alone, too—especially since neither has any loot.

Host Tower: Level 8

By the time you're up here, you've seen pretty much everything this tower has to throw at you. Here you'll see a Vrock, some Mephits, and plenty of Underwizards. Fortunately, they're pretty busy battling each other, which leaves you free to walk around and steal such redundant treasures as a **Level 4 Portal Stone** (in case you missed it, I guess). There is no real reason to visit this floor.

Host Tower: Level 9



There's only one attraction in this simple floor: The great Arklem himself. He'll ask you to free him by destroying the braziers that power his prison, and in return he'll open the door to the Pinnacle, where Maugrim and Aribeth await.

Can you trust him? You have no choice. There's no other way past Arklem's door. Can you kill him? Nope. Smash his braziers and move on to the Pinnacle.

Host Tower: Pinnacle

Walk forward and watch as Maugrim's army captain takes her oath to become a blackguard. There is nothing you can do to stop this from happening, so sit back and enjoy the show. While you watch, you might as well start popping potions and casting enhancement spells, because this clearly isn't going to end well.

When the scripted event is over, the principle characters disappear, the gates open, and you have to face two Lizardfolk Archers, two Mages (CR 8) and six Lizardfolk Warriors, all led by a lizard named Gorgoth. Take care of the Mages first, the archers second, the warriors third, and Gorgoth last. If you get stuck in melee combat, the mages and archers will rip you to shreds. Loot the bodies and the crates in the corner for some good treasure.

Gorgoth
Level 16 Ranger

CR 11	HP 116	AC 18

ABILITIES
Ambidexterity
Improved Two-Weapon Fighting
Favored Enemies: Dwarves, Elves, Humans

WEAPON
Longsword +1 (1d8+3)
Dagger+2 (1d4+4)

6 The End of Chapter 2

After the battle, teleport to the Temple of Tyr and fill Aarin in on all that you've found out. If you have missed any key elements, like the fact that Maugrim is looking for the "Words of Power," Aarin will ask you to go back to the Host Tower and do some more research. With the **Master Portal Stone** you got from Gorgoth, that shouldn't be too difficult.

Chapter 3: Part 1
The First Word of Power

1 Beorunna's Well

Here is the main village that will be your base of operations for this chapter. There are a few people and places that are worth mentioning.

A Aarin Gend's Lodge

You begin Chapter three in a corner of Aarin Gend's Lodge. You are joined here by all your old henchmen friends from previous chapters, all eager to help you out. Just like in the first two chapters, they each have their own little quest that they would like help on, assuming you've completed the previous two.

Tomi's Quest: Tomi is looking for the ashes of a great Warrior Hero. He'll power up your **Ring of the Rogue** when you bring him **The Ashes of Running Wolf**.

Boddyknock's Quest: Boddyknock is on a holy pilgrimage to find a **Dragon Scale** that has not been affected by magical spells or weapons. He will give you **Prophyro's Ring +4** if you can bring him one.

Daelan's Quest: Daelan is looking for the **Uthgardt Ceremonial Spear** to unite the Uthgardt tribes. In return, he offers the **Amulet of the Uthgardt +4**.

Grimgnaw's Quest: Grimgnaw seeks a special **Dagger** blessed by one of the inner circle of his order. He will give you the **Amulet of the Silent Lord +4** in return.

Linu's Quest: Loveable Linu is in search of a very special seed, the **Volcanis Oak Seed**. Find it, and she'll power up your **Pendant of the Elf** to +4.

Sharwyn's Quest: Sharwyn is searching for a song written by an elven bard named Tamorlyn. In exchange for **Tamorlyn's Song**, she'll power up your **Belt of the Performer** to +5.

Aarin is here also, with information on what has been going on since you discovered the betrayal of Aribeth. Maugrim's Army marches on Neverwinter with Aribeth at the head. Maugrim, however, is nowhere near the fighting. He and his servants are in search of the "Words of Power". Lord Nasher needs you to find them first. Aarin suggests that you speak with Lillian Cambridge, the local expert on ancient artifacts, in the tavern. Once you've obtained a henchman, head on over to the Tavern. Ladies who are pursuing a romance with Aarin can thrill as Aarin falls even more madly in love. What a loser.

B Temple of Tyr

Another town, another Temple of Tyr. First off, go speak with Neriuk. He has a problem that you might be able to help with. It seems that one of the Uthgardt, a man named Rolgan, killed one of the Lord's Alliance soldiers. Neriuk is trying to arrange a fair trial, but there is no one to defend him.

Unless, of course, you volunteer, making the beginning of the ***Rolgan's Trial*** quest. If you do, Neriuk will give you the rundown on the events as he knows them. He'll then suggest you go speak with the jurors: a mercenary named Averik, a ranger named Dalcia, a soldier named Jevon, an Uthgardt woman named Palla, and Edegar, an acolyte here in the temple. He also suggests speaking with the two mercenaries who witnessed the event, Zed and Lodar, and Vanda, Rolgan's wife. You can also speak with Rolgan himself in the back of the temple.

You can get more information on the events that led to Griff's death by speaking with Rolgan. His story seems plausible enough, but you'll need more evidence than just his word to prove this. Next, speak with Edegar the acolyte. He is concerned that Rolgan was drinking. He gives very little information—just reinforces the idea that Rolgan was drunk. You can bribe some of the jurors, but you can't bribe this one—something about "justice". Who gives a crap, right?

Once you've collected all your evidence, come back and tell Neurik that you are ready to start the trial. Your reward will be based on how well you convince the jurors of Rolgan's innocence. If you get the information you need from Zed and Lodar, you shouldn't have any trouble getting a full five-torch acquittal without having to resort to bribery.

C Mercenary Enclave

Speak with Rolkid in the smaller of the two rooms here, and he will tell you that there has been a problem with Orcs cutting off the supply lines, making it hard for him to keep an army going. Return with the heads of the two Orc chiefs, Guzud and Vaath, and Rolkid will give you 500 GP for each head, plus 100 more upon a successful Persuade check. He also sells an impressive collection of arms and armor, up to +2.

In the larger room is a man by the name of Zed. Who's Zed? Zed's dead, baby. Zed's dead. Wait! No he isn't! But he does have an awful pain in his leg. If your character can cast healing spells or use the Heal skill, you can heal this fellow's leg. He is one of the witnesses in ***Rolgan's Trial***, and he has some key information that he will only divulge if you heal him.

D The Drinking House

Ah, the local pub. 'Tis a grand place to begin your interrogations. First and foremost, speak with Lillian concerning the "Words of Power." She's willing to let the whole world fall to Luskan's armies if she doesn't get her precious Snow Globe back from Nax, who is searching through some dungeon to the east in Coldwood. Accept ***The Snow Globe*** quest, and take the **Teleport Scroll**.

Also here are a number of people you'll need to speak with about the trial. First go talk to Lodar, one of the witnesses of the crime. This drunk has a few little secrets to share... if he's drunk enough. Get him good and boozed, and it will be a whole lot easier to extract more information from him.

The two jurors here are not too open to the possibility of Uthgardt's innocence. If you wouldn't be too upset about a slight alignment shift, try bribing them to find Rolgan innocent. Jevon is harder to bribe than Averik. Still, it's worth the try.

E Trading Post

The proprietor of this little store is Husher. His trade is selling arms (including weapons up to +3 and a few rarities like the Staff of Valmaxian and the Instrument of the Winds), he is also an avid rare gem collector. He is currently in search of a gem called the Star Sapphire. The gem itself is worth little, but its value is increased by the story and danger surrounding it. You'll find it in Layenne's Tomb in Coldwood if you accept the ***Recover the Star Sapphire*** quest.

Also providing much-needed services in this little shack is the local blacksmith, Barun. Besides carrying your average weapons and armor, he can also make special magical items just like Marrok in Neverwinter. They're the same items, in fact, but significantly more powerful versions. (The whole list is printed in Chapter 1.)

F Many-Starred Cloak Enclave

Here we go again with another happy reunion! Eltoora is back to supply all your magic-wielder's needs. There is also a lab for spellcasters in the back. If you are a member of the guild, you can use the lab for free; if you're not a member, you have to pay 2,000 GP.

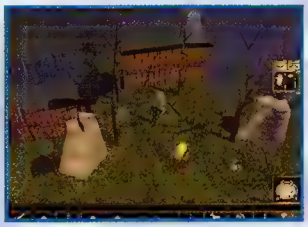
There is no quest associated with the item creation lab like there was with the Tomes of Imasker in Chapter 2, but as you progress, you'll find five new Tomes that describe the creation of magical items. See the full list on the next page.

Eltoora's Lab Items

Tome	Item 1	Item 2	Spell	Created Item
Tome of Boots	Gargoyle Skull	Bodak's Tooth	Stoneskin	Boots of the Gargoyle
Tome of Power	Bodak's Tooth	Bodak's Tooth	Feeblemind	Staff of Power
Tome of Robes	Fire Beetle's Belly	Quartz Crystal	Enervation	Crystal Robes
Tome of the Amulet	Fenberry	Slaad Tongue	Mage Armor	Amulet of Natural Armor
Tome of the Ring	Fenberry	Rakshasa's Eye	Melf's Acid Arrow	Ring of Regeneration

G Yusam the Druid

Yusam the druid sells ranger and druid supplies, and also acts as a liaison between the alliance and the tribes. In this capacity, he has a problem that you could probably help with. It seems that the Uthgardt Elk Tribe has aligned with the Luskan forces, and he wants to know why. To proceed in the ***Investigate the Elk Tribe*** quest, you'll need to go to Fort Ilkard and speak with Zokan Thunderer. If you can find out why they have chosen to ally with Luskan, Yusam will give the powerful **Yusam's Ring** on a high Persuasion check. Less persuasive characters will get a **Ring of Elemental Resistance**. Still not satisfied? Threaten him for a few hundred bucks more.



H Dalcia

Finally, one person who seems to think that Rolgan might be innocent. There is nothing you can do to ensure a not-guilty verdict from her, so why bother?

I The Black Lion Tribe

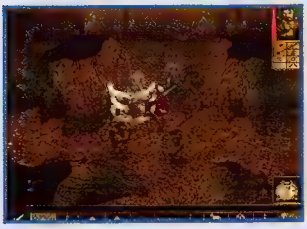
Endar: Endar is the Cheiftain of the Black Lion tribe. If you are interested in a history lesson, speak with him. If you are good at making Persuade checks and don't mind burning some bridges, then you can lie to him and get 50 GP for a "war tax."

Vanda: The wife of the accused, Vanda is desperate to prove the innocence of her beloved husband. She'll tell you all she knows concerning the night her husband killed Griff.

Palla: Just like most of the other jurors, convincing Palla of Rolgan's innocence will be a tough thing to do. And just like Edegar, she can't be bought... darn it!

2 Coldwood

Lillian's first lead will send you heading east toward Coldwood. If you were starting to miss all the Orcs you encountered earlier in Chapter 2, buck up—they're back! Throw in a few standard encounters with the likes of them, add a little encounter with some spiders on the bridge, and garnish with a sprinkling of dire animal encounters, and ta-da! You've got Coldwood.



A — Devlar

As you enter Coldwood, you will be met by a ranger named Devlar. He's been sent out here by Aarin to scout around the area. He suspects that the Orc captain Vaath is somewhere in these woods. Also, a little while ago, he stumbled upon a magical portal that he thinks leads to some wizard's tower or lab. He can't remember, however, where this portal is... Some forgetfulness ward or something. Right Devlar; *sure*. You're a *great* tracker. Must have been one of those "wards."

B — Vaath

Here in a little corner of the woods is one of the Orc chiefs that Rolkid wants you to kill. This is a pretty easy battle; Vaath is only CR 6, which should be child's play by now. When you've taken enough of his life away, Vaath will surrender and offer to give you a different Orc's head in exchange for his life. Hey, who cares? All Orcs look pretty much the same. Accepting his offer will give you a small alignment changetoward evil comparable to similar acts of mercy you may have done in the past.

Before you walk away, dangling your precious **Vaath's Head** while humming a jaunty tune, don't forget to pry open the nearby chest. It contains a... **Dagger**? Hmmm... That's no ordinary Dagger. Perhaps this is the item that Grimgnaw sought?

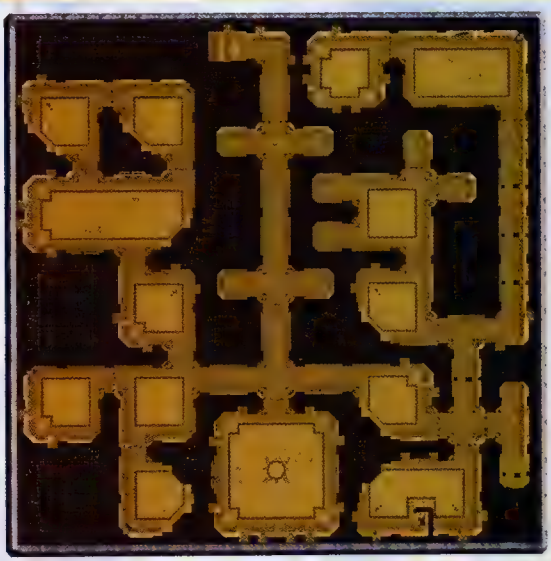
Vaath
Level 7 Fighter

CR 6	HP 52	AC 11

Abilities
Power Attack
Cleave
Divine Spells

Weapon
Double Axe +1 (1d8+4/1d8+4)

C — Layenne's Tomb



The north exit leads here; the tomb Husher Clay told you about it in the ***Recover the Star Sapphire*** side quest. This area is entirely optional, and offers a lot of fairly challenging undead encounters, lead by a Vampire Champion who guards the gates of Layenne's Tomb. Vampires have resistance to cold and electrical damage sources, but they burn real good.

Vampire Champion
Level 9 Wizard

CR 13	HP 72	AC 20

Abilities
Damage Reduction 15/+1
Damage Resistance Cold 20/-
Electric 20/-, Regeneration +5
Combat Casting
Arcane Spells up to Level 5 including
Cloudkill, Magic Missile (Quickened)
Stoneskin, Haste, Fireball

Weapon
Dagger +1 (1d4+1)
Vampire Bite (1d6+ 2 level drain)

Layenne's Tomb is full of little traps that lock you into small rooms and spawn in enemies, so if you're weak at close combat, cast your defensive and enhancement spells before you open that first door. Everyone without Rapid Shot will want to switch to melee weapons exclusively, and you'll need to pick the right henchman for the job, too. Fighters will want undead-turning Linu as a henchman, and spellcasters should stick with Daelan.

The **Star Sapphire** is on a pedestal down the hall, past the two door traps and a door locked with a DC of 18. Unfortunately, it's locked in tight, and will be until you collect the four gems (**Gem of Duty**, **Gem of Honor**, **Gem of Misery**, and **Gem of Pain**) and put them on the correct pedestals.

One room to the east is a Succubus who is willing to help with your quest. She seeks the **Succubus Stone**, **Succubus Necklace**, and **Succubus Ring** scattered throughout this dungeon; they are the keys to her freedom. When you bring her the first and second items, she'll offer to help you by unlocking all the doors in the tomb, or giving you a magic item (the **Courtesan Blade**—a keen, stun-causing +2 dagger). When you bring her the third item, she will be free of the prison and of any promises she made. Defend yourself, fool!

Succubus
Level 13 Outsider

CR 13	HP 110	AC 31

ABILITIES
Spell Abilities including Darkness, Fear, Wall of Fire, Greater Dispelling, Fire Storm, Implosion

WEAPON
Bite (2d4)+2

Of course, you don't need to bring her the third item, and you probably shouldn't. Instead, concentrate on getting the gems from the scattered sarcophagi. Getting the gems means getting past the indestructible golems, which fortunately aren't as indestructible as you'd think. Destroy all four Glyph Generators in the corners of the golem rooms (15 HP each, Hardness 5) to make the golems die, no muss, no fuss.

At the end of the day, what was the point? 3000 GP from Husher, with a bonus 200 if you Persuade or Threaten him.

D The Wizard's Dungeon

The east path leads to the Wizard's Dungeon, which is guarded by a Cult Leader and 3 to 5 of his stooges. These guys are all at least CR 8, so this is a grueling battle. Spells are great here, since these guys have unusually high AC's. Take out the leader first so he can't tend to the rest of the army with his divine spells. After you've killed him, you can loot the **Cultist's Journal** off his body. This doesn't contain any valuable information, but it makes for a lovely bedtime story.

Cult Leader
Level 10 Cleric

CR 9	HP 78	AC 22

ABILITIES
Combat Casting
Divine Spells up to level 5 including Circle of Doom, Flame Strike, Hammer of the Gods, and Cure Critical Wounds

WEAPON
Mace (1d6+1)

Heal up, then cut through a pack of low-level lycanthropes as you continue on to the portal that Devlar mentioned. If you have the Teleport Scroll from Lillian or Vaath, then all you need to do to get inside is step into the portal to be transported into the Wizard's Dungeon.

a Entryway

Inside, you will find doors on all four sides of the room. Before you go venturing into the dungeon, prepare to do battle with a wide variety of Elementals. They're everywhere, and they pop up at the most inopportune times. And they aren't easy: You know all those spells and magic items that give you elemental resistance, that are never, ever useful? Well, they're gonna be useful now. Anyone with any spell-casting ability can cast some version of Resist or Endure Elements, and there are cloaks, rings, and even weapons (like the Peasant Dynasty) that afford you some elemental protection. Gear up.

b Nax

Ah, the dear friend of Lillian. Nax, it seems, has been imprisoned by

some type of ward that he triggered when he entered the portal. It stripped him of all magical items and put him in this inescapable cell. If you free him, he will give you information on how to obtain the Snow Globe…and absolutely nothing else. To figure out how to free him, visit the library.

c The Libraries

In either of the libraries, you will find a book entitled ***The Nature of Water Summoning***, which describes the process for summoning a Water Elemental: one Slaad tongue in the summoning pool, then cast Melf's Acid Arrow at it. That doesn't make a whole lot of sense, but sure.

d The Wizard's Lab

Aside from the typical treasure, this room offers little, except for one item that non-mages will need to obtain. In the chest, you will find a **Ring of Melf**, which enables characters of any class to cast Melf's Acid Arrow to summon the Water Elemental. The room that leads to the lab has few corpses. Search the bodies to find the other ingredient for the recipe, a **Slaad's Tongue**.

e The Summoning Pool

Put the tongue in the pool and cast the spell. Viola! Instant Water Elemental. Once you've summoned the Water Elemental and it has freed Nax, ask him about your reward. He will tell you that to get the Snow Globe, you will have to hit four gongs in the correct order.

f The Gongs

Here are the four gongs, each with a picture on the front. Strike them in the correct order to obtain your Snow Globe. The order is: cat, dog, bear, dragon. When you've done that, the spells that keep the Snow Globe out of your reach will be broken.

g The Snow Globe

Of course, the gongs don't do anything to get rid of the Huge Fire Elemental that guards the Snow Globe (and a chest of Boss treasure). Obviously, items and spells that give you fire resistance will be handy here, as will any cold-based sources of damage, like Ice Arrows and Cones of Cold.

Huge Fire Elemental

Level 11 Elemental/Level 4 Fighter

CR 13	HP 160	AC 20

Abilities

Fireball (x5)

Damage Reduction 10/+2

100% Immunity: Fire

50% Vulnerability to Cold

Weapon

Huge Fire Elemental Slam (2d8 +2 +2d8 Fire Damage)

When the battle is over, grab the **Snow Globe** and your treasure, and teleport back to town. Take the Snow Globe back to Lillian, and she will inform you that to obtain the first Word of Power, you must go into the Snow Globe. There is a miniature world inside, and somewhere in there is the Word of Power you seek. Before you go, shake it up good and hard to kill everyone inside, making your way considerably easier. Just kidding.

3 Inside the Snow Globe

As you enter the Snow Globe, you notice some strange things. The Dryads and Dwarves are fighting. Speak with either Arwyl (one of the Dryads), or with Hodd (one of the Dwarves) about what's going on. Each race will tell you that the other race is mad, attacking without cause and incapable of being reasoned with. They seem to fear greatly the "Master" who you might suspect is behind this madness.

4 The Snow Globe Cave

Between the two warring factions is a small cave. As you enter, you may notice a creature you haven't seen before, a White Dragon. Don't be alarmed; he's pretty docile for now. Approach the Dragon. He'll have a nice chat with you if you don't push your luck. This is Winter Fang, the "Master" the Dwarves and Dryads serve. He possesses the Word of Power. The Word of Power created this world and sustains his life and this world's existence, so he isn't too eager to let it go.

When you've leeched all the information you can, go back to the cave entrance and search there. In the book pile, you'll find **Arwyl's Journal** and **Hodd's Journal**. They describe an amulet forged to help them defeat their "Master," the **Amulet of the Ages**. You'll find that amulet in the chest, but it's broken and has lost its magic. You need Hodd to fix the amulet, and Arwyl to imbue it with the magic of the earth.

Once the amulet is repaired, go battle Winter Fang. He'll have 150 fewer hit points and a more manageable AC of 20 (due to the amulet's effects), but this will still be a tricky battle. He has a Spell Resistance of 24, so spellcasters should not cast spells at him directly. Instead, use spells to enhance the fighters and grant them Elemental Resistance; since he has little offense besides his breath weapon. Warriors should switch to fire weapons if they have them (like Fire Arrows) for a 50% damage boost.

Winter Fang

Level 39 Dragon

CR 19	HP 375	AC 37

Abilities

Knockdown

Power Attack

Cleave

Immune to Cold Damage, Paralysis, Mind-Affecting Spells, and Sneak Attacks

Damage Reduction 15/+2

Spell Resistance 24

50% Vulnerability to Fire

Weapon

Cold Breath (x6)

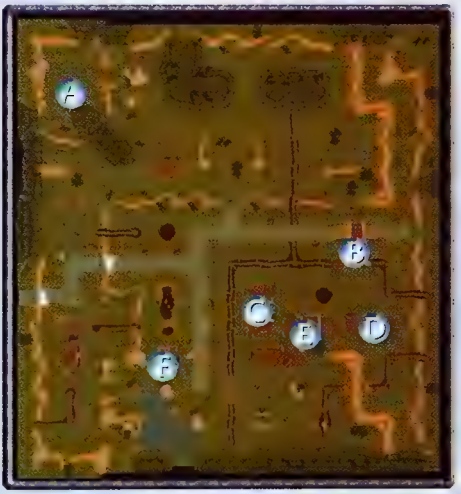
Claws (1d2)

Once the Dragon is dead, search through his things. In the chest in the corner, you'll find the **Word of Power**. Take the portal back to the real world, and report your victory to Aarin.

Chapter 3: Part 2
The Second Word of Power

1 Fort Ilkard

Heading south out of Beorunna's Well is a long stretch of road where there's nothing to do but battle through two battalions of Elk Tribe archers and warriors. These can be grueling fights, so max out your HP and spell list before each fight. That road eventually leads to Fort Ilkard, ground zero in the war between the Uthgardt Elk Tribe and the Lords' Alliance.



A Guzud's Lair

As you enter the area, to your immediate right is a path that leads up to a cave guarded by a small army of orcs. Inside the cave is the other orc chief, Guzud. He's protected by more orc shamans and ogres; all pretty standard battles.

a Treasure Room

Due east of the entrance is a small treasure room guarded by an army of weak orcs. There is some great loot here: Three general high chests, all locked tight (DC 38) and heavily trapped. If you can deal with that, don't miss the big payday that awaits you here.

b Orc Chief Guzud

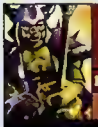
Like Vaath, Guzud is a weak fighter who surrenders readily and offers to deal. He'll happily give you the head of one of his subordinates if you let him go, as well as 500 Gold. Or you can kill him and get **Guzud's Head** the old-fashioned way.

c Guzud's Captive

Trapped in a room behind Guzud is Uncas, a shaman of the Uthgardt. As you speak with him, he will express that the only possible reason the Elk Tribe would ally with Luskan is if they were promised a cure to the Wailing Death that ravages their people. If you offer to help, he will give you the **Feather of Peace** that will make it possible to speak with Zokan at the Elk Tribe Fort. Without it, the Elk Tribe forces will attack you on sight.

D The Orc Champion

Guzud has good reason to run… His days as leader seem to have been numbered anyway, because there's an orc champion here that's nearly as tough as he was. You might want to swing by and kill this guy on your way out, as he guards a boss chest.



Orc Champion
Level 11 Fighter/Level 4 Barbarian
CR 10 | HP 100 | AC 14
ABILITIES
Disarm
Barbarian Rage (x2)
Aura of Cold (x1)
WEAPON
Double Sword (1d8+2/1d8+2)

B Fort Guards

At the Fort gates, you will be met by a pair of knights. If you're an evil character who has been itching to kill a good guy again, just mouth off a bit and they won't hesitate to attack. If you act civilized, she will tell you to go speak with the commander in charge, Damas, in his lodge in the northeast corner of the fort.

C Commander Damas' Lodge

Here is where you can talk to the fort's commander, Damas. He has his share of problems that he would be more than happy if you could solve for him. First there is the matter of the catapults bombarding the fort. Take care of them as the first part of the ***Working for Commander Damas*** quest, and he will reward you with 500 GP.

Next, he'll ask you to get the head of Arness, the sub-chieftan of the Uthgardt. Predictably, that will progress into an assassination of Zokan Thunderer himself, the chief of the Elk Tribe, and the 5,824th dismembered head you've been asked to retrieve in this game. The more you do, the better the cash gets, and he'll throw in magic items (a shield and an executioner's axe) on successful Persuade checks.

Now, this is some pretty dirty work the commander has you doing, and the further you go, the more apparent it becomes that Damas' primary goal is genocide. Good characters may prefer to go talk to Zokan and get his side of the story, but be forewarned: You're either with Damas, or you're against him.

D Main Barracks

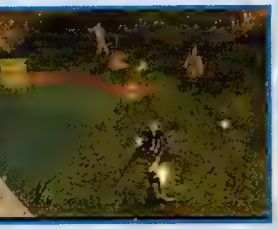
This little hell-hole is just filled with knights of the Lord's Alliance and other than some general low treasure in the chest there is absolutely no reason even step foot inside.

E Settler's Barracks

There is really only two people in here worth speaking with, a man named Eckel. He can't go home because of Damas' orders, so he wants to know if you will go to his home and deliver **Eckel's Note** to his wife. I guess that's why they call this the ***Deliver Eckel's Note*** quest.

F The Siege Forces

Outside the fort, you will start encountering the Uthgardt forces that have laid siege to the fort. If you are to aid Commander Damas in his efforts to quell the attacks on the fort, you will need to destroy all six catapults and ballista surrounding the fort. To do this, you will need to kill their catapult commanders first. When the commander is dead, his catapult will crumble at your touch.



Catapult Commander
Level 15 Barbarian
CR 10 | HP 133 | AC 9
ABILITIES
Improved Power Attack
Cleave
Greater Rage (x4)
WEAPON
Handaxe (1d6+4)

Beyond the catapults, up on the ridge, you will find Elk Tribe Subchief Arness. Defeat and decapitate him to fulfill another of Damas' dirty little tasks. It won't be easy: He's a master with the scythe, and he has an AC that's hard to penetrate with melee attacks. Exploit his weak Reflex- and Will-saving throws with spells and magic items. Before you even approach Arness, you'll want to kill off his annoying Druid companion.

Subchief Arness
Level 14 Barbarian/Level 2 Fighter
CR 12 | HP 142 | AC 24
ABILITIES
Power Attack
Cleave
Greater Rage (x4),
Improved Critical (Scythe)
WEAPON
Scythe +1 (2d4+8)

Uthgardt Druid
Level 12 Druid
CR 9 | HP 81 | AC 12
ABILITIES
Combat Casting
Wild Shape (x4
Animal Companion
Druid Spells up to Level 6 including Summon Creature VI, Slay Living, Flame Strike
WEAPON
Quarterstaff (1d6/1d6)

2 Homestead Lands

Farther beyond the siege forces of the Elk Tribe is a path that leads to the homestead farmlands. At first, your main purpose will be to protect those you come across, even some of the Lord's Alliance troops. But after your conversation with Zokan, you might find yourself on a different side. Complete all your business in the homestead in one trip so you won't have to come back and find that the people you've saved have turned against you.

Commaner Zokan
Level 18 Barbarian
CR 13 | HP 158 | AC 28
ABILITIES
Cleave
Greater Rage (x5)
Improved Critical (Greataxe)
WEAPON
Greataxe +2 (1d12+7)

Commander Damas
Level 13 Fighter
CR 11 | HP 102 | AC 25
ABILITIES
Cleave
Dodge
Improved Critical (Longsword)
WEAPON
Longsword +1 (1d8+5)

A The Homesteads

Farther down the main path into this area, you will run across a group of three houses. Two of these houses are those of the two men you met back in the Settler's Barracks. The third is simply a burned-out homestead with nothing much to loot except the **Homestead Journal**, which tells the tale of the death of the occupants. At least they spared the dog.

Not too far from the burned-out house is Eckel's house. Give the note from Eckel to his wife, Galia. In return, she will give you 300 GP. If you're playing a gnome or if you make a Persuade check, she'll also give you the spell scroll for **Greater Stoneskin**.

Here is where things get a little tough. If you have the **Feather of Peace** from Uncas, the Uthgardt at the gate will let you in without any questions or qualifications. If not, you will need to make a successful Persuade check to be allowed in. In this case, it's better to be open and honest then gruff and demanding.

B Elk Tribe Fort

If you weren't able to obtain entrance peacefully, you will have to battle more Uthgardt inside. Either way, speak with Zokan as soon as possible. Head down the hall straight ahead until it turns left. Follow that hall until it turns left again. At the end of this hall is a door, behind which is Zokan. If you offer to help him find the cure for the plague, he will give you the **Plague Ridden Blankets** as proof of Damas' treachery. If you want to kill him for Damas' bounty, have fun, scumbag. Zokan is a beast in battle, and for low-level characters, powerful spells are about your only chance of victory.

Back to the good guys: To obtain the **Plague Cure** from Damas, you may need to pay him, but don't settle for his first offer. If the possibility of negotiating with a war criminal makes you queasy, you can demand it from Damas, and then take it from his corpse after you, um, relieve him of duty. The non-civilian warriors at Fort Ilkard will then regard you as a foe.

Once you have the cure, bring it back to Zokan, and he will reward you with an **Uthgardt Ceremonial Spear**, which Daelan seeks, and a **Dreamcatcher**, which represents the end of their war with the Lords' Alliance (bring that to Yusam to complete the ***Investigate the Elk Tribe*** quest. Additionally, the Uthgardt faction will no longer be hostile toward you. Pat yourself on the back for a job well down and disaster averted.

Whichever way you go, you may want to free the two prisoners in the Elk Tribe Fort, for 100 XP a

pop. Anyone who needs a **Gargoyle Skull** for item creation can find one in a store room near the main entrance.

Thieves with no respect for the sacred beliefs of the Uthgardt can steal the **Ashes of Running Wolf** in a large urn in the north part of the compound.

3 The Creator Ruins

Just outside the other gate of Fort Ilkard is the entrance to an area with more ancient ruins built by our favorite race of prehistoric lizardfolk. Guarding the path is another pack of cultists. As if their existence wasn't proof enough, the **Cultist's Journal** that the leader drops will confirm that another Word of Power is near.

Once they're out of the way, head toward the glowing magic sparks on the other side of the lake, and the cave behind them. Don't miss the pile of rocks under the tree on the shore of the lake in the center of this map; they hold the **Volcanis Oak Seed** that Linu desires.

A The Fallen Adventurer

A body in the first room contains the **Adventurer's Note**, and gives us our first goal: Find the wizard in the garden. The garden is just two rooms west of here, so dash through the large room with some slow-moving undead, and into the wizard's glade.

B Tamoryn's Song

Before they visit the garden, fans of Sharwyn the bard will want to head down the passage in the south part of the large room, and grab **Tamoryn's Song** from the armoire there.

C The Garden

Here you'll find a nice young lady by the name of Sapphira. The unstoppable golems that prowl the ruins are too strong to defeat now, so she suggests you use the power of this natural "time sink" to go back in time and weaken them. She'll tell you how to do it, and give you the **Time Crystal**, but she wants you to do something in return. Once you've traveled into the past, she wants you to plant the **Ultarg Tree Seeds** on the red warding rune of this very garden. If you do this, she will give you some gems and, upon a successful Persuade, a scroll for the Phantasmal Killer spell.

D The Sundials

There are two sundials here: One in the northwest corner of the map, and one in the northeast corner. Both are accessible now, and which path you take is up to you. We're going to take the northeast one, because that will put us right next to our good buddy Lokar.

4 Creator Race Ruins: Past

Activate the Time Crystal's special ability, click on the sundial, and whamo! You've been magically transported 10,000 years into the past. The ruins you just came

from are not even completed yet, and the common races from your time are all enslaved to the Creator Race. Your job here is to convince the slaves to help you out.

A Lokar

Accomplishing your tasks will be infinitely easier once you speak with Lokar, the leader of the slaves. If you speak to him first, he'll only speak gibberish, but the solution to that isn't far away. Kill the Old One Commander in the same room and you can pick up his **Translation Amulet**. Suddenly, Lokar will make a lot more sense.

Lokar will give you **Lokar's Ring**, which will identify you as a friend and make the other slaves more willing to assist you. He will also tell you about the three wards that protect the vault, but he doesn't know how to deactivate them. To get that info, search the set of bookcases in the same room to find the note **On Temple Defenses**. This note tells exactly what you must do to disable the wards once you're back in your own time. Next stop: Visit the Sprite spoken of in the note.

B Golem Makers

In the three areas marked on the map, you will find slaves working to complete the golems that will defend this place far into the future. Show them the ring Lokar gave you, and they will offer to build a single weakness into the golems they are making. It is up to you what weakness that is. The options are: Fire Damage, Cold Damage, Blunt Weapons, and Piercing Weapons. Once back in your time, the Golems will be immune to everything except that single flaw.

C The Sound Room

Pay careful attention: The order of the gongs is the password needed to open the vault, completing the Ritual of Sound in the present.

D The Smoke Room

In the alchemist's table here, you'll find the **Blue Powder, Red Powder, and Yellow Powder**. Wait! Don't put them up your nose yet... You'll need these to complete the Ritual of Smoke in the present, although they exist there as well. There's a nifty **Ring of Defense** in the nearby chest, too.

E The Light Room

Scout out the Ritual of Light puzzle, and grab some nifty loot while you're at it.

F Garden of the Past

Here is where Sapphira wants you to plant her seed. You will also find your old friend, Morag, in her pre-Dread Queen days. Ask her all the questions you like, but she will eventually find out that you are not of this time and call her guards to attack you. They are pretty simple to beat, however, only CR 6. Quick, kill her now, preventing the horrible events of the prese... Whoops, too late. She's gone.

5 Back to the Present

Once you've completed all you can here, go ahead and travel back to your own time. Now slay the Golems, kill the Old One Bodak Champion that guards the gongs (earning you the **Fairy Bottle** that contains your old friend), complete the three rituals, open the vault where the second **Word of Power** waits. Piece of cake, right? Well, then there's the Balor Lord that's waiting in the vault... Don't open that vault door unless you're prepared to fight the battle of your life. Or, alternatively, prepared to juke the Balor, grab the Word of Power, and get out of there.

Old One Guardian Golem

Level 18 Construct

CR 21	HP 99	AC 30

ABILITIES

Iron Golem Poison Gas (x2)
Immune to everything but the flaw you had built into it

WEAPON

Slam (2d8+3)

Old One Bodak Champion

Level 15 Undead/Level 5 Undead

CR 13	HP 100	AC 14

ABILITIES

Undead Immunities
Lightning Bolt (x1)
Cone of Fire (x1)
Cone of Lightning (x1)

WEAPON

Slam (1d8+2) (x3)

Balor Lord

Level 34 Dragon

CR 20	HP 138	AC 30

ABILITIES

Cleave
Damage Reduction 30/+3
Damage Resistance to Acid, Fire, and Cold: 20/-
100% Immunity to Electrical
Spell Resistance 28
Aura Versus Alignment (x5)
Darkness (x5),
Fear (x5)
Fire Storm (x1)
Greater Dispelling (x5)
Implosion (x1)
Wall of Fire (x5)
Summon Tanarri (x4)

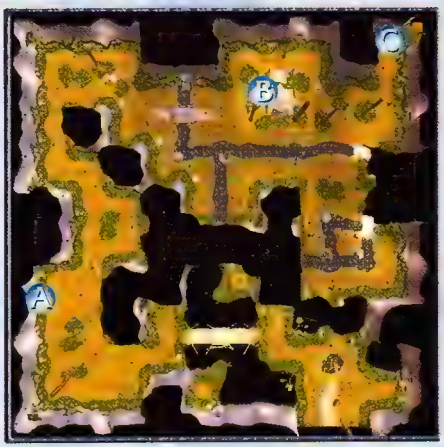
WEAPON

Balor Slam (1d10+10+On Hit: Vorpal)
Balor Slam (1d6+7+On Hit: Fear)

Chapter 3: Part 3
The Third Word of Power

1 Moonwood

There's only one place left to look for the third word of power: in Moonwood. This area is full of difficult encounters and has little to do with the other two sections of Chapter 3. If you've killed Guzud and Vaath, then Rolkid's ***Save the Supply Lines*** quest will continue here. Other than that, all your loose ends should be tied up before you set foot in this forbidding land.



Giants roam this land, so get ready for the encounters, which begin with the relatively easy hill giants. Spellcasters will be in good shape here, since giants have terrible Reflex saves and can't dodge most of their direct damage spells. Fighters will want to be well armored to survive the many savage beatings they will receive.

Hill Giant
Level 12 Giant

CR 9	HP 102	AC 17

ABILITIES
Cleave
Weapon Focus (club)
WEAPON
Club (1d6+7)

A Obould's Lair

This is where good old Obould Many Arrows is hiding out, and he's the final orc on your little bounty hunt. This small dungeon features more orc encounters and a decent chunk of treasure. It also features a surprise appearance from a band of drow mercenaries hired by Obould.

Drow Commander
Level 13 Barbarian/Level 7 Sorcerer

CR 14	HP 127	AC 14

ABILITIES
Cleave
Combat Casting
Arcane Spells Up to Level 4
WEAPON
Light Flail+2 (1d8+6)

Like the other two orcs, Obould will surrender and try to cut the same deal as the other orc leaders: "My life for someone else's head and all my money is yours."

Obould
Level 5 Barbarian/Level 4 Fighter

CR 11	HP 123	AC 25

ABILITIES
Cleave
Weapon Specialization (Greatsword)
Improved Critical (Greatsword)
WEAPON
Greatsword+1 (2d6+7)

B The Tribe of the Eagle

Tribal leader Ixaristu is suffering from the giant attacks, and many of his warriors lie wounded. If you can heal them by using the Heal skill during conversation with the warriors, Ixaristu will be grateful. He can reward you with nothing more than a common **Topaz**, however.

C Deeper Into Moonwood

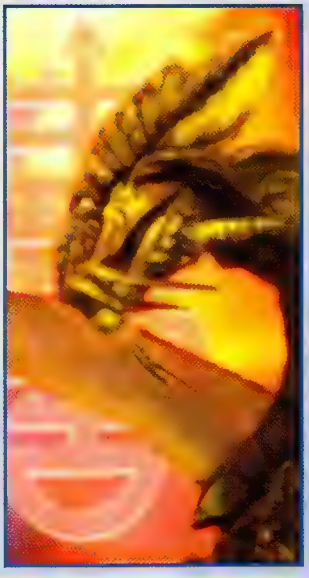
The path into the second forest area is hidden in this corner. There is nothing past the river south of here, save for some nasty spiders and a corpse with general high treasure.

2 Moonwood - Part II

A Lair of Akulatraxas

Here you'll find the evil Green Dragon, Akulatraxas. She's surprisingly reasonable for a Green Dragon, and if you play your cards right, she will send you on the ***Working for Akulatraxas*** quest to kill the hill giant chieftain. She will reward you decently: 1,000 Gold and a Gold Necklace.

If you mouth off to her, try to steal her treasure, or initiate hostilities, she will happily defend herself. This is a tougher fight than the one againstWinter Fang, because Aku can dish out some serious damage. Her Spell Resistance is low enough that high-level spellcasters may want to try casting offensive spells. Fighters will need every enhancement they can get to pierce the AC or 27. Victory nets you little more than her **Green Dragon Eggs** and a single boss treasure chest.



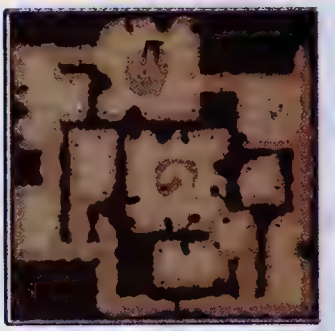
Akulatraxas
Level 20 Dragon

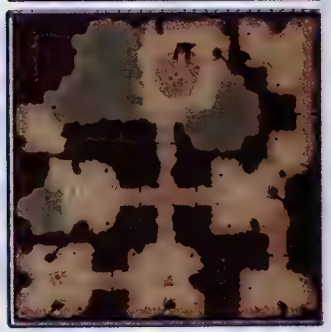
CR 19	HP 400	AC 33

ABILITIES
Cleave
Acid Breath (x3)
Magic Missile (x2)
Immunity to Acid
Damage Reduction 10/+1
Spell Resistance 24

WEAPON
Claw (2d6+10)
Claw (2d6+10)
Bite (2d8+10)

B Hill Giant Lair





The top floor consists of little but packs and packs of Hill Giants and lesser giants. You can head either clockwise or counterclockwise to get to the staircase down in the center of the map, although the clockwise route is quicker and has less opposition.

The lower level consists of a few prisoners (who give you the standard 100 XP), a Fire Giant visitor in the northeast corner, and the Chieftain himself (in the southwest). Both giants are armed, angry, and not interested in negotiations. They're offensive powerhouses, but weak on defense, so throw roadblocks in their way (get 'im, Grimgnaw!) and hit him with long range weapons and damage-dealing spells. On his chieftain's body, you'll find the **Hill Giant Head** that Akulatraxas wants, and **Notes** that implicate Klauth in the dragon egg hunt. The Fire Giant has a similar **Note**, from Klauth himself.

Hill Giant Chieftain

Level 13 Giant/Level 3 Barbarian

CR 12	HP 164	AC 14

ABILITIES

Cleave

WEAPON

Greatsword +1 (2d6+3)

Katana (1d10+2)

Fire Giant

Level 15 Giant

CR 10	HP 142	AC 15

ABILITIES

Cleave

100% Immunity to Fire

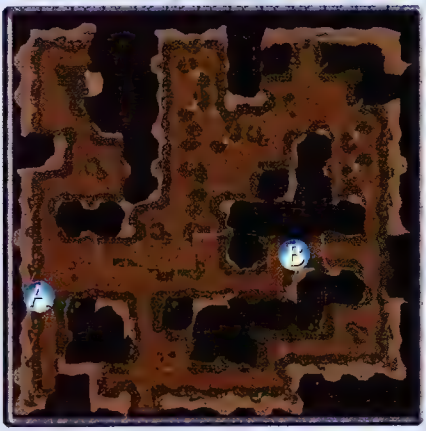
50% Vulnerability to Cold

WEAPON

Greatsword +2 (2d6+12)

3 Spine of the World

Whenever you see Cultists, you know a Word of Power isn't far behind. Skim the **Cultist's Journal** for some details, then forge ahead, and prepare to battle with Fire Giants and ogres at every turn.



A Brass Dragon's Lair

This cave is home to the Brass Dragon Akulatraxas mentioned, but you arrived a little too late to help her. Avenge her by slaughtering the trio of Fire Giants that killed her, then search the rubble for the **Dragon Scale** that Boddyknock seeks.

B Gorgotha's Lair

Like Akulatraxas, Gorgotha is concerned about the fate of her eggs. Unlike Aku, she's a good gold dragon, so be nice—unless, of course, you're evil. Then you can slay her for the goods in her large (but mediocre) treasure room. If you accept her quest, ***Gorgotha the Gold Dragon***, and bring her Klauth's head, she will reward you with a **Ceremonial Uthgardt Belt**. Convince her to sweeten the deal, and she'll toss in a **Ring of Protection +4**.

Gorgotha

Level 23 Dragon

CR 23	HP 491	AC 36

ABILITIES

Cleave

Spell abilities including

Fire Breath (x3)

Lightning Bolt (x2)

Stoneskin (x1)

Damage Reduction 10/+1

100% Immunity to Fire

50% Vulnerability to Cold

Spell Resistance 26

WEAPON

Claw (1d8+14)

Claw (1d8+14)

Bite (2d6+14)

4 Fire Giant Lair

The Fire Giant Lair contains not just trolls and fire giants, but a small army of Duergar as well.

If you go straight from the entrance, you'll first trigger a fire trap, and then stumble into the lair of a Fire Giant Champion (guarding boss treasure).

This battle is optional. To progress with the dungeon, take a left from the entrance instead.

Fire Giant Champion

Level 11 Giant/Level 7 Barbarian

CR 18	HP 275	AC 25

ABILITIES

Cleave

Improved Critical (double axe)

100% Immunity to Fire

50% Vulnerability to Cold

WEAPON

Double Axe +1 (1d8+12/1d8+12)

a The Prisoner's Room

If you free Wogar by pulling the lever outside his door, he will offer you information about Klauth, the Fire Giant King, and an ally you may find elsewhere in the dungeon. This information won't come cheap–even after saving his life, Wogar has the gall to charge you 500 bucks for it! On a Persuade check, you can knock this down to 300... On a good threat, he'll drop it to a far more reasonable 0. Whether or not you then kill him afterwards is up to you.

b Brunhilda's Room

Not far away is the room of Brunhilda, the potential ally Wogar spoke of. She isn't about, but her Journal tells a disturbing tale. Hmm... I don't think her and King Skrogg are going to last.

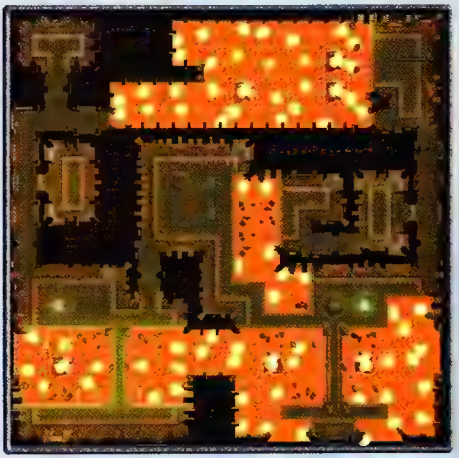
c Door to Fire Giant Lair 2

This is an optional part of the Fire Giant Lair, but one well worth visiting for those eager to understand the ritual that Wogar spoke of.

d Door to Fire Giant Lair 3

We'll cross back to this door after completing Fire Giant Lair 2.

5 Fire Giant Lair 2



Inside an opulent room in the northwest corner of this room you'll find two elven prisoners, some bookcases, and an armoire that contains the **Ritual Book**. Insightful characters will notice something odd about the prisoners' story, and may choose not to allow them to follow. If you do, they will reveal their true nature and attack. If you don't, they'll follow and strike at a more opportune moment. They are only CR 5, and fairly easy to beat if you take them down early.

6 Fire Giant Lair 3

a King Skrogg

If you head south from the entrance to the third part of the lair, you'll come across that legendary lover, King Skrogg.

This guy is a complete tank, with 372 HP to burn through. Summon as much help as possible, and exploit his vulnerability to cold if you can, because you'll need all the help you can get.

King Skrogg
Level 15 Giant/Level 9 Barbarian
CR 22 | HP 372 | AC 25
ABILITIES
Cleave
100% Immunity to Fire
50% Vulnerability to Cold
WEAPON
Halberd(1d10+10)

After killing Skrogg, keep heading south but keep an eye out for a trio of traps that protect the path to his treasure room. Enjoy some well-deserved loots and then cross the bridge to the lava area, but watch out for Slaadi!

b Klauth's Lair

Klauth's Lair will be the first door you'll pass, but you can't even get to the door way without dealing with a pack of Slaadi and another Fire Giant Champion. Hope you healed up after King Skrogg!

Inside you will find Klauth, an ancient red dragon. Klauth has the Word of Power you seek, and is willing to trade it for the Dragon Eggs of one of the other dragons (Gorgotha or Akulatraxas), beginning the ***Klauth the Ancient Red Wyrm*** quest.

The other way of getting the Word of Power is, of course, killing him. That won't be easy, but as with Winter Fang, there's a trick to it. Klauth claims to be willing to reward you handsomely for bringing him a full Dragon Sphere. (You'll get 5,000 GP whether it's a trick or not). Give him a Dragon Sphere that's full of death (see section c), and he'll eat 500 points of damage. The battle will then begin immediately. But even with only 206 HP, it will take a very powerful character or great luck to get past his AC of 38 or Spell Resistance of 28. Klauth has no way of healing himself, so every scratch counts. Use everything you can to enhance and protect your characters, then go to town. Since his attacks are fire-based, Cloaks of Fire Resistance and other items and spells that give you Fire Resistance are very valuable.

Klauth
Level 34 Dragon
CR 31 | HP 706 | AC 38
ABILITIES
Cleave
Disarm
Spell abilities including Fire Breath (x3), Fire storm (x2), Flame Strike (x3), Hold Person (x4), Searing Light (x3)
Damage Reduction 15/+2
100% Immunity to Fire
50% Vulnerability to Cold
Spell Resistance 28
WEAPON
Claw (2d8+14)
Claw (2d8+14)
Bite (4d6+14)

c The Blue Dragon's Lair

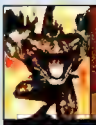
North of the entrance to Klauth's Lair is a staircase that leads to an oddly retarded Blue Dragon. If you read the Ritual Book, you know what to do here: If you want to be Klauth's best buddy, put the **Dragon Sphere** onto the Pedestal, and it will turn into a **Full Dragon Sphere**. If you aim to kill Klauth, just tell yourself that you're putting the poor dope of a Blue Dragon in this room out of his misery, and start slashing. Despite his mental handicaps, this guy is really tough to kill. But killing him sure beats taking on Klauth at full strength.

After you kill him, set the Dragon Sphere onto the pedestal and turn it into a **Dead Dragon Sphere**. The tainted sphere will make a not-so-tasty meal for the vile Klauth when next you meet.

Blue Dragon
Level 21 Dragon
CR 18 | HP 337 | AC 34
ABILITIES
Cleave
Disarm
Spell abilities including Lightning Breath (x3)
Damage Reduction 10/+1
100% Immunity to Electrical
Spell Resistance 22
WEAPON
Claw (2d6+12)
Claw (2d6+12)
Bite (2d8+12)

d Slaad Cavern

Got a few spare minutes to kill? Then pop in to the final cavern in the Fire Giant Lair and take down a swarm of Slaadi. You won't get anything more than a boss chest out of it, but Death Slaad Lords are always a good time.



Death Slaad Lord
Level 15 Outsider
CR 19 | HP 212 | AC 25
ABILITIES
Cleave
Power Attack
Spell abilities including Summon Slaad (x4), Hammer of the Gods (x4), Circle of Death (x4), etc.
Damage Reduction 20/+2
Regeneration +5
WEAPON
Claw (3d6+5)
Claw (3d6+5)
Bite (2d10+5)

7 The Last Word

Whether you chose to wipe the great evil of Klauth from the land or to negotiate with him by killing another dragon for its eggs, the third **Word of Power** will be yours.

Chapter 4: Neverwinter City Core

1 Neverwinter Under Siege

Ah, beautiful mid-siege Neverwinter. Almost makes you miss the halcyon days of the Wailing Death, doesn't it? Castle Never is finally open, and most of your old haunts are still around, but they're creepily vacant and barely worth visiting unless you're looking to do some shopping. Eltoora, Nyatar, and Durga (at the Shining Knight) have some new items worth checking out.

A Castle Never

Chat with crusty Lord Nasher, and dreamy spymaster heartthrob Aarin Gend, and they'll get you started on ***The Final Battle*** quest. Mission 1 is to talk with Haedraline in the castle dungeon, and Master Ford, who is busy studying the Source Stone. A passage from the dungeon will take you into the caverns where the Source Stone awaits, along with several heavily trapped and tightly locked medium and high treasure chests.

B The Moonstone Mask

Man, mortally wounded soldiers get all the breaks—nice, soft whorehouse cots and a lovely courtesan wiping your brow. Now that's the life! Talk to Luce, one of the candy-striping harlots, and she'll tell you how she got separated from his sister, Leesa, in the War Zone. Thus begins the ***Rescue Leesa*** quest. If you bring Leesa back safe and sound, Luce will reward you with a **Cloak of Protection +4.**

C The Mercenary Enclave

Welcome to The Trade of Blades: The Next Generation. Trancar is running things now, and he's about the last person in this dismal city of quitters that has any fighting spirit left. He has a mission for you: Destroy the three catapults that are raining flaming death upon Neverwinter, and kill the two wizards who are controlling the unstoppable Golems that are slaughtering the Neverwinter military. If you accept the ***Neverwinter Under Siege*** quest, he'll offer you all the intelligence he has on the War Zone. The reward for this quest is glory, by which I mean *nothing*.

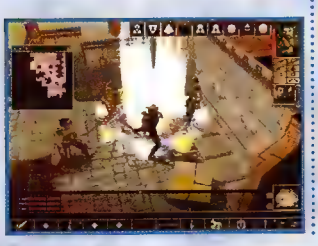
D The War Zone Entrance

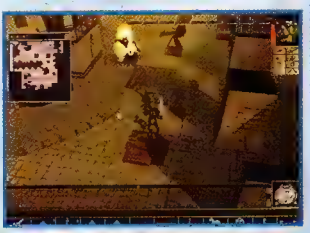
In the southeast corner of the City Core, you'll find the entrance to the urban War Zone, where Luskan soldiers are laying siege to Neverwinter. Aribeth and Maugrim are down here somewhere, but they won't be easy to find.

2 The War Zone

You don't want to spend any more time here than is necessary, since the Luskan soldiers are very powerful. You may want to dismiss your henchman and head to the necessary targets in Stealth mode if you're not up for the fight.

By far the most dangerous of the Luskan troops are the Captains, level 17 Clerics. These guys cast Summon Creature IX as soon as they're threatened, and you have enough problems without a Huge Earth Elemental kicking your ass—problems like Mass Heal and Fire Storm, their other favorite spells. Hit the Captains with everything you can (they're the ones with the maces), and ignore the other soldiers and summoned creatures. The elementals will go away when their summoner dies, and the remaining Luskans will crumble without the divine back-up.





Luskan Captain
Level 17 Cleric

CR 13	HP 114	AC 9

Abilities
Divine spells up to level 9, including Summon Creature IX, Mass Heal, Fire Storm, Word of Faith, Blade Barrier, Heal

Weapon
Mace (1d6+1)

Siege Golem
Level 15 Construct/ Level 5 Fighter

CR 39	HP 480	AC 26

Abilities
Fireball (x2)
Magic Missile (x2)
Melf's Acid Arrow (x2), Negative Energy Burst (x2)
100% Immunity to piercing, slashing, and bludgeoning
Immunity to spells Level 4 or lower
Regeneration +5

Weapon
Slam (1d8+6)

The other major threat in the War Zone is the practically invincible Siege Golem that primarily patrols the northwest sector. The best strategy is simply to stay far away from that region, since there's nothing of interest there anyway.

A Lost Leesa

You'll find Luce's lost sister in the northeast corner of the map, and if you've accepted the quest, or didn't but can Persuade her that you did, she'll follow you to the gate. But you'd better clear the way first... She has all of 10 hit points.

B The Catapults

Each Catapult is guarded by a Catapult Commander, and won't go down until its commander dies. When you've beaten the commanders, they'll crumble at your touch, advancing the ***Neverwinter Under Siege*** quest.

If this is your intention, then kill all the Luskan soldiers that have already been spawned in before you near the catapults, and then approach them slowly in hopes that you can fight the commanders one at a time. Try to nail them with a sneak attack or a volley of arrows before they see you. The catapult commanders are all level 17 Fighters, and you don't want them to have a numerical advantage as well.

Catapult Commander

Level 17 Fighter

CR 13	HP 132	AC 11

ABILITIES

Called Shot
Cleave
Improved Power Attack
Weapon Specialization (longsword)
Improved Criticals (longsword)

WEAPON

Longsword +1 (1d8+7)

C The North Wizard's Chantry

Here's a tip to the wizards of Luskan: Don't leave big red sparkly portal-things outside your doors. It makes it so easy to find you, run you through with a Greatsword, and turn your invincible golems into inanimate piles of junk.

Luskan Wizard

Level 9 Wizard

CR 7	HP 42	AC 12

ABILITIES

Combat Casting
Arcane Spells up to Level 5 including Cloudkill, Stoneskin, Confusion, Haste, Fireball

WEAPON

Dagger (1d4)

D Asgard's Home

Asgard, the old man Aarin told you about, is alive and well and sitting in his small home. If you investigate his bookcase, you'll be able to slip into a hidden passage that will take you right into the closed-off south sector of the War Zone. This is a much safer way of getting there than taking the main gate.

E The Main Gate

This gate is locked up, with a DC of 41. There's a key somewhere in the War Zone, but this is not the way to go. You'll be pelted with arrows by the archers on the other side as you try to get the gate open, and you'll catch the attention of the other Siege Golem much more quickly than you would if you took the secret passage through Asgard's home.

F The South Wizard's Chantry

Aim for the red sparkles as you come out of the secret passage, and you can slaughter this chump before you even see his golem.

G Luskan Guardhouse

Quaff some potions or cast some enhancement spells before you open this door, because another pack of filthy Luskan dogs is waiting on the other side. This is one fight you can't avoid; cutting through this abandoned home is the only way to get to the portal in the back alley.

H The Portal

Aribeth and Maugrim, here we come! Well, after one last Flesh Golem, for old time's sake. Kill this guy to get at his chest of tasty boss treasure, and to activate the portal that leads to Maugrim's Sanctuary. Spellcasters will have a hard time, due to his total immunity to spells... Better bring help.

Flesh Golem

Level 15 Construct/Level 5 Barbarian

CR 16	HP 220	AC 19

ABILITIES

Greater Rage (x4)
Aura of Fear (x1), Disease Bolt (x1)
Ability Drain Bolt (x1)
Cone of Disease (x1)
Confusion Howl (x1)
Damage Reduction 15/+1
Immunity to All Spells

WEAPON

Claw (3d8+2)

3 Maugrim's Sanctuary

A Aribeth

You knew this day would come. Surprisingly, this isn't too difficult of a battle. Since Aribeth talks to you before the fight, you'll be right next to her when the battle begins, ensuring that you can keep her on defense and unable to cast anything nasty. And since she has no Summon spells, she'll be the only target for your entire party. Keep damage coming constantly, as she has 5 Heal Potions. Of course, she'll never get to use them if you can talk her into surrendering.

Aribeth

Level 18 Cleric/Level 20 Paladin

CR 24	HP 200	AC 10

Abilities

Combat Casting

Improved Critical (longsword)

Divine Spells up to level 9 including Storm of Vengeance, Implosion, Mass Heal, Fire Storm, Word of Faith, Greater Restoration, Heal, Greater Dispelling

Weapon

Longsword +2 (1d8+4)

After about 120 HP, Aribeth will yield. If you tell her "It is not too late to make things right," you will get an opportunity to convince her to surrender. Without lying to her, attempt to convince her to pursue a path of redemption. If you successfully hit on her during Chapter 2, and still possess **Aribeth's Ring**, this will be easy. If you weren't charismatic enough then, or were female, it will be much tougher. You will need to convince her in a Persuade check (difficulty: Medium) that she has not changed as much as she thinks, or can change the path she is on. If you fail, she will ask you to kill her, and resume the battle. Five Heal Potions later, she will be dead.

B Maugrim

Maugrim will not be so easy to beat. Morag has given him the gift of immortality… sort of. And as long as he has a body to possess, he'll keep fighting. So with a pair of Servants of Flesh lying around, you'll have to fight him three times.

Prep yourself with everything you have before you cross into this doorway, and summon all the creatures you can. Spellcasters should announce their arrival with powerful area affect spells, and everyone else should charge with their strongest weapons. Ignore his summoned creatures, and concentrate on him. This is the toughest battle of the game, so keep the Heal Potions handy, and use them all if you have to.

Maugrim

Level 20 Cleric/Level 10 Wizard

CR 26	HP 283	AC 12

Abilities

Combat Casting

Divine Spells up to level 9 including Summon Creature IX, Storm of Vengeance, Implosion, Mass Heal, Fire Storm, Summon Creature VIII, Word of Faith, Greater Restoration, Heal, Greater Dispelling

Weapon

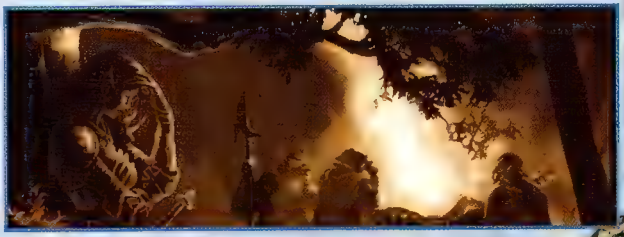
Staff of Defense (1d6)

4 The Final Area

After Maugrim dies, you can open the chest with the **Fourth Word of Power**. Return to Castle Never and head down to the caverns beneath the castle. Haedraline doesn't have much to say, but the girl next door might; it's Aribeth (if you persuaded her to surrender), patiently awaiting judgment in the Neverwinter Dungeon.

Head down to the caverns and place the Word of Power on the last altar. The Source Stone will glow, a portal will appear, and then…

…Who knows? As of press time the final encounter was still not complete, so we don't know exactly what waits on the other side of that portal. And if we did know, I doubt we'd want to spoil it. But we'll leave you with this piece of advice… If you find a certain villain to be invincible, remember way back to how you beat Desther. Morag is drawing her power from something!



Feats

Alertness

Description

Type of Feat: General.

Prerequisite: None.

Specifics: +2 bonus to Spot and Listen checks due to finely tuned senses.

Use: Automatic.

Ambidexterity

Description

Type of Feat: General.

Prerequisite: Dex 15+.

Required for: Improved Two-Weapon Fighting.

Specifics: When two-weapon fighting, this feat reduces the penalty of the off-hand weapon by 4.

Use: Used automatically when two-weapon fighting. Rangers receive this feat for free at level 1.

Armor Proficiency Heavy

Description

Type of Feat: General.

Prerequisite: Armor Proficiency (Light) and Armor Proficiency (Medium).

Specifics: This feat grants the knowledge to make effective use of heavy armor.

Use: Automatic. Fighters, paladins, and clerics receive this feat for free.

Armor Proficiency Medium

Description

Type of Feat: General.

Prerequisite: Armor Proficiency (Light).

Required for: Armor Proficiency (Heavy).

Specifics: This feat grants the knowledge to make effective use of medium armor.

Use: Automatic. All classes except monks, rogues, sorcerers, and wizards have this feat for free.

Armor Proficiency Light

Description

Type of Feat: General.

Prerequisite: None.

Required for: Armor Proficiency (Medium).

Specifics: This feat grants the knowledge to make effective use of light armor.

Use: Automatic. All classes except monks, sorcerers, and wizards have this feat for free.

Called Shot

Description

Type of Feat: General.

Prerequisite: Base attack bonus of +1 or higher.

Required for: Sap.

Specifics: Grants the ability to make a potentially disabling attack against an opponent's arms or legs. Called shots are made at a -4 penalty. Called shots must overcome the target's Discipline skill check, and if successful will damage the target based on the location of the called shot. A called shot against the legs will reduce the opponent's movement rate by 20% and give them a -2 cumulative penalty to their Dexterity. A called shot against the arms will apply a cumulative -2 penalty to the creature's attack rolls. Successful called shots last for four rounds.

Use: Selected

Cleave

Description

Type of Feat: General.

Prerequisite: Str 13+, Power Attack feat.

Specifics: If a character with this feat kills an opponent in melee combat, he gets a free attack against any opponent who is within melee attack range.

Use: Automatic.

Combat Casting

Description

Type of Feat: General.

Prerequisite: Ability to cast 1st-level spells.

Specifics: Character is adept at casting spells in combat, removing the standard -4 penalty to Concentration checks when within three meters of an enemy.

Use: Automatic.

Deflect Arrows

Description

Type of Feat: General.

Prerequisite: Dex 13+, Improved Unarmed Strike.

Specifics: Character can attempt to deflect one incoming missile attack per round (Reflex save made against DC 20).

Use: Automatic if not caught flat-footed. Monks receive this feat for free at level 2.

Disarm

DESCRIPTION

Type of Feat: General.

Prerequisite: Int 13+.

Requires for: Improved Disarm.

Specifics: The character can attempt to disarm an opponent in melee combat. Attempting a disarm applies a -6 penalty to the character's attack roll, and the combatant with the larger weapon gains a +4 bonus per size category of difference. A successful hit deals normal damage, and if the opponent fails a Discipline check then the weapon flies from the opponent's hands.

Use: Selected. A disarm attempt provokes an attack of opportunity.

Dodge

DESCRIPTION

Type of Feat: General.

Prerequisite: Dex 13+

Requires for: Mobility

Specifics: Increased agility grants a +1 dodge bonus to AC against attacks from a character's current target (or last attacker).

Use: Automatic, though a condition that negates a Dexterity bonus to AC also negates any dodge bonuses. Multiple dodge bonuses (different feats, racial bonuses) are cumulative.

Empower Spell

DESCRIPTION

Type of Feat: Metamagic.

Prerequisite: Ability to cast 2nd-level spells.

Specifics: Magical expertise allows certain spells to be cast with a 50% increase in variable numeric effects (number of targets, damage, etc), excluding duration.

Use: Empowered spells occupy spell slots two levels higher than normal. Saving throws and opposed rolls, such as those made when dispel magic is cast, are not affected.

Extend Spell

DESCRIPTION

Type of Feat: Metamagic.

Prerequisite: Ability to cast 1st-level spells.

Specifics: Magical expertise allows certain spells to be cast with a 100% increase in duration.

Use: Extended spells occupy spell slots one level higher than normal. Spells with an instantaneous or permanent duration are not affected.

Extra Turning

DESCRIPTION

Type of Feat: Special.

Prerequisite: Exclusive to cleric or paladin.

Specifics: This divine ability allows the character to turn undead six additional times per day.

Use: Automatic.

Great Fortitude

DESCRIPTION

Type of Feat: General.

Prerequisite: None.

Specifics: A character with this feat is very hardy, gaining a +2 bonus to all Fortitude saving throws.

Use: Automatic.

Improved Critical

DESCRIPTION

Type of Feat: General.

Prerequisite: Proficiency with the chosen weapon, base attack bonus +8 or higher.

Specifics: Combat ability doubles the critical threat range with a given weapon. A longsword that normally threatens a critical on a roll of 19-20 would now threaten a critical on a roll of 17-20.

Use: Automatic. The threat range of a Keen weapon is already doubled, increasing to triple with this feat. This feat can be selected multiple times, applying to a new weapon category each time.

Improved Disarm

DESCRIPTION

Type of Feat: General.

Prerequisite: Int 13+, Disarm.

Specifics: A character with this feat has learned not to provoke an attack of opportunity when attempting a disarm, and has no risk of being disarmed himself if he fails in his attempt. Success knocks the opponent's weapon away from them. Success while unarmed takes the weapon from them. The penalty to make a disarm attempt is reduced to -4.

Use: Selected.

Improved Knockdown

DESCRIPTION

Type of Feat: General.

Prerequisite: Knockdown, base attack bonus +7.

Specifics: Characters with this feat have learned to use the Knockdown ability as if one size category larger than they really are. All other Knockdown conditions still apply.

Use: Selected. Monks receive this feat for free at 6th level.

Improved Parry

DESCRIPTION

Type of Feat: General.

Prerequisite: Intelligence 13+.

Specifics: Grants a +4 competence bonus to the character's opposed attack rolls when using the Parry skill.

Use: Automatic.

Iron Will

DESCRIPTION

Type of Feat: General.

Prerequisite: None.

Specifics: Focused presence of mind provides a +2 bonus to all Will saving throws.

Use: Automatic.

Maximize Spell

DESCRIPTION

Type of Feat: Metamagic.

Prerequisite: Ability to cast 3rd-level spells.

Specifics: Magical expertise allows certain spells to be cast with all variable numeric effects (number of targets, damage, etc) applied at their maximum.

Use: Maximized spells occupy spell slots three levels higher than normal. Saving throws and opposed rolls, such as those made when dispel magic is cast, are not affected.

Improved Power Attack

DESCRIPTION

Type of Feat: General.

Prerequisite: Power Attack, Strength 13+.

Specifics: This feat can be used at a -10 penalty to attack but with a +10 bonus to any damage given. Improved Power Attack is very useful when fighting large numbers of easy-to-hit opponents.

Use: Combat Mode.

Knockdown

DESCRIPTION

Type of Feat: General.

Prerequisite: None.

Required for: Improved Knockdown.

Specifics: With this maneuver, a character can attempt to knock an opponent to the ground. An attack roll is made with at -4 penalty to attack and, if successful, an opposed roll is made, comparing your attack roll with the defender's Discipline skill check. If successful, the target is knocked to a prone position.

Use: Selected. Prone characters cannot attack. Characters receive a +4 attack bonus against prone opponents in melee, but a -4 attack penalty with a ranged weapon. A character can only knockdown an opponent that is one size category larger, the same size, or smaller than they are. The opponent gets a +4 bonus for every size category he is larger than the attacker or a -4 penalty for every size category he is smaller. Monks receives this feat for free at Level 6.

Mobility

DESCRIPTION

Type of Feat: General.

Prerequisite: Dex 13+, Dodge.

Specifics: A character with this feat has learned to avoid attacks of opportunity more effectively, gaining a +4 dodge bonus to AC against them.

Use: Automatic, though a condition that negates a Dexterity bonus to AC also negates any dodge bonuses. Multiple dodge bonuses (from different feats or racial bonuses) are cumulative.

Improved Two-Weapon Fighting

DESCRIPTION

Type of Feat: General.

Prerequisite: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher.

Specifics: The character with this feat is able to get a second off-hand attack (at a penalty of -5 to the attack roll).

Use: Automatic. Rangers receive this feat at 9th level, even if they don't meet the requirements.

Point Blank Shot

DESCRIPTION

Type of Feat: General.

Prerequisite: None.

Required for: Rapid Shot.

Specifics: Unfazed by close combat, a character with this feat negates the -4 penalty for using missile weapons within melee attack range, and gains an additional +1 to attack and damage with ranged weapons when the target is within 15 feet.

Use: Automatic.

Improved Unarmed Strike

DESCRIPTION

Type of Feat: General.

Prerequisite: None.

Requires for: Stunning Fist, Deflect Arrows.

Specifics: Armed opponents no longer get attacks of opportunity against the character when you make unarmed attacks against them.

Use: Automatic. Monks receive this feat for free at 1st level.

Lightning Reflexes

DESCRIPTION

Type of Feat: General.

Prerequisite: None.

Specifics: This feat grants a +2 bonus to all Reflex saving throws, due to faster than normal reflexes.

Use: Automatic.

Power Attack

DESCRIPTION

Type of Feat: General.

Prerequisite: Str 13+.

Required for: Cleave, Improved Power Attack.

Specifics: A character with this feat can make powerful but ungainly attacks. When selected, this grants a +5 bonus to the damage roll, but inflicts a -5 penalty to the attack roll.

Use: Combat Mode.

Quicken Spell

DESCRIPTION

Type of Feat: Metamagic.

Prerequisite: Ability to cast 4th-level spells.

Specifics: Magical expertise allows spells to be cast instantaneously, making them invulnerable to counterspells or interruption. A quickened spell is cast as a free action, and another action can be attempted within the same round, including the casting of another spell. Only one quickened spell can be cast in a round, however.

Use: Quickened spells occupy spell slots four levels higher than normal.

Rapid Shot

DESCRIPTION

Type of Feat: General.

Prerequisite: Dex 13+, Point Blank Shot.

Specifics: A character with this feat is quick with ranged weapons, gaining an extra attack per round while using them. When a rapid attack round is attempted, the extra attack is made at the highest base attack bonus, though all attacks within the round suffer a -2 penalty.

Use: Selected.

Sap

DESCRIPTION

Type of Feat: General.

Prerequisite: Base attack bonus +1,

Called Shot.

Required for: Stunning Fist.

Specifics: A character with this feat is able to attack with a -4 penalty. A successful hit deals normal damage at which point the target gets to make a Discipline check against a DC = the attacker's modified attack roll. If the opponent's roll fails, he or she is dazed for 12 seconds. Sap can only work on creature of large-size or smaller.

Use: Selected.

Shield

DESCRIPTION

Type of Feat: General.

Prerequisite: None.

Specifics: A character with this feat has the basic knowledge of how to effectively use a shield.

Use: All classes except monks, rogues, sorcerers, and wizards have this feat for free.

Silent Spell

DESCRIPTION

Type of Feat: Metamagic.

Prerequisite: Ability to cast 1st-level spells.

Specifics: Magical expertise allows the casting of certain spells without using a verbal component.

Use: Silenced spells occupy spell slots one level higher than normal. Bard spells cannot be enhanced by this feat because they are so closely identified with music and performance.

Skill Focus

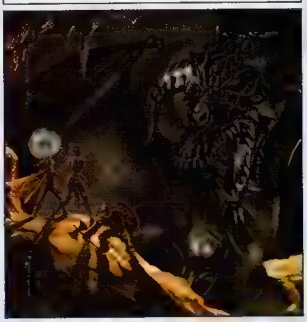
DESCRIPTION

Type of Feat: General.

Prerequisite: Able to use the skill.

Specifics: A character with this feat is adept at a certain skill, gaining a +3 bonus on all checks with it.

Use: Automatic. This feat may be selected multiple times, but the effects do not stack. It applies to a different skill in each case.



Spell Focus

DESCRIPTION

Type of Feat: General.

Prerequisite: Ability to cast 1st-level spells.

Specifics: A character with this feat is adept in a certain school of magic, granting a +2 bonus to spell save DC for all spells that the character casts from that school. This makes it more difficult for enemies to resist the effects of spells of this school when the caster casts them.

Use: Automatic. This feat may be selected multiple times, but the effects do not stack. It applies to a different school of magic in each case.

Spell Penetration

DESCRIPTION

Type of Feat: General.

Prerequisite: Ability to cast 1st-level spells.

Specifics: A character with this feat can use magic to better pierce the defenses of his opponents, gaining a +2 bonus to caster level checks to beat a creature's spell resistance.

Use: Automatic.

Still Spell

DESCRIPTION

Type of Feat: Metamagic.

Prerequisite: Ability to cast 1st-level spells.

Specifics: Magical expertise allows certain spells to be cast without gestures, ignoring their somatic component. Any penalties incurred from casting in armor do not apply to a spell that has been prepared by this feat.

Use: Stilled spells occupy spell slots one level higher than normal.

Stunning Fist

DESCRIPTION

Type of Feat: General.

Prerequisite: Dex 13+, Wis 13+, Sap, base attack bonus +8 or higher.

Specifics: A character with this feat can attempt a disabling strike with a -4 attack penalty and a -4 damage penalty. If successful they have hit a vulnerable spot, and the target must make a Fortitude save (DC 10 + 1/2 the attacker's level + the attacker's Wisdom modifier) or be held for three rounds. This attack may be used once per day for every four levels of the character.

Use: Selected. Monks receive this feat for free at Level 1, even if they do not meet the prerequisites. As well, monks suffer no attack/damage penalties when using this feat and may use it once per day per level. Constructs and Undead are immune to this attack, as are any creatures that are immune to critical hits.

Toughness

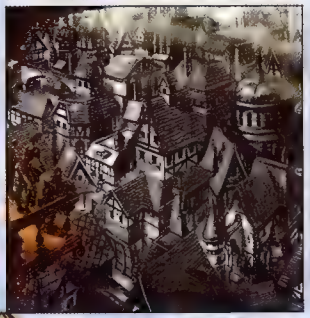
DESCRIPTION

Type of Feat: General.

Prerequisite: None.

Specifics: A character with this feat is tougher than normal, gaining one bonus hit point per level. Hit points are gained retroactively when choosing this feat.

Use: Automatic.



Two-Weapon Fighting

DESCRIPTION

Type of Feat: General.

Prerequisite: None.

Required For: Improved Two-Weapon Fighting.

Specifics: A character with this feat reduces the penalties suffered when using a weapon in each hand. The normal penalty of -6 to the primary hand and -10 to the off-hand becomes -4 for the primary hand and -8 for the off-hand.

Use: The Ambidexterity feat further reduces the attack penalty for the second weapon by 4 (-4/-4). Best results are achieved if the off-hand weapon is light, further reducing the penalty for both the primary and off-hand by 2 (-2/-2). Rangers receive this feat for free at 1st level.

Weapon Finesse

DESCRIPTION

Type of Feat: General.

Prerequisite: Base attack bonus +1 or higher.

Specifics: A character with this feat is adept at using light weapons subtly and effectively, allowing him to calculate attack rolls with his Dexterity modifier bonus instead of his strength bonus (if his Dexterity is higher than his strength).

Use: Automatic when using any of the following weapons: dagger, handaxe, kama, kukri, light hammer, mace, rapier, short sword, shuriken, sickle, and unarmed strike.

Weapon Focus

DESCRIPTION

Type of Feat: General.

Prerequisite: Proficiency with the chosen weapon type, base attack bonus +1 or higher.

Required for: Weapon Specialization (fighter only).

Specifics: A character with this feat is particularly skilled with a specific weapon, gaining a +1 attack bonus with them.

Use: Automatic. This feat may be selected multiple times, but the effects do not stack. It applies to a new weapon in each case.

Weapon Proficiency Exotic

DESCRIPTION

Type of Feat: General.

Prerequisite: Base attack bonus +1 or higher.

Specifics: This feat allows effective use of all exotic weapons. The exotic weapons list includes the dire mace, double axe, kama, katana, kukri, scythe, shuriken, and two-bladed sword.

Use: Automatic.

Weapon Proficiency Martial

DESCRIPTION

Type of Feat: General.

Prerequisite: None.

Specifics: This feat allows effective use of all martial weapons. A character cannot equip weapons they are not proficient in. The martial weapons list includes the bastard sword, battleaxe, greataxe, greatsword, halberd, handaxe, heavy flail, light flail, light hammer, longbow, longsword, rapier, scimitar, short sword, shortbow, throwing axe, and warhammer.

Use: Barbarians, fighters, paladins, and rangers are automatically proficient with all martial weapons.

Weapon Proficiency Simple

DESCRIPTION

Type of Feat: General.

Prerequisite: None.

Specifics: This feat allows effective use of all simple weapons, including club, dagger, mace, sickle, spear, morningstar, quarterstaff, light crossbow, dart, sling, and heavy crossbow. A character cannot equip weapons they are not proficient in.

Skills

Animal Empathy

DESCRIPTION

Ability: Charisma

Classes: Druid and Ranger

Requires Training: Yes

A successful check allows a character to charm or dominate certain hostile creatures.

Check: Animals and dire animals have a DC of 20 + the creature's hit die. For beasts and magical Beasts, the DC is 24 + the creature's hit die. If the check succeeds, the creature is charmed, or, if the check exceeds the DC by six or greater, the creature is dominated.

Special: If the character fails their check by five or more, the creature will go hostile.

Use: Select this skill and then select the target creature. Dominated creatures will be commanded as henchmen. The creature will remain charmed or dominated for one round per level of the character using the skill.

Concentration

DESCRIPTION

Ability: Constitution

Classes: All

Requires Training: No

Concentration checks are made whenever a character is distracted during the act of casting a spell. It is also used to avoid the effects of the Taunt skill.

Check: The DC is equal to 10 plus the damage received plus the level of the spell that you're trying to cast. The caster receives a -4 penalty to the check if casting within three meters of an enemy.

Use: Automatic

Disable Trap

DESCRIPTION

Ability: Intelligence

Classes: All

Requires Training: Yes

This skill allows the character to perform a variety of actions on a trap.

Check: There are four progressively difficult actions that a character may perform on a trap; the base DC is determined by the difficulty rating of the trap and the difficulty of the action. Disable trap can be used to: examine the trap to determine the difficulty in disarming it (base DC -7), flag the trap so that other party members know to avoid the trap (base DC -5), recover the trap (base DC +10) or disarm it (base DC).

Special: Only rogues may disarm traps with a DC of 25 or greater. With 5 or more ranks in Set Traps a character gains a +2 synergy bonus on Disable Trap checks.

Use: Assess, Flag, Disarm, and Recover are radial menu options off of a detected trap.

Discipline

DESCRIPTION

Ability: Strength

Classes: All

Requires Training: No

A successful check allows the character to resist the effects of any combat feat (Disarm, Called Shot, Sap, or Knockdown).

Check: The DC is equal to the attacker's attack roll.

Use: Automatic

Heal

DESCRIPTION

Ability: Wisdom

Classes: All

Requires Training: No

With this skill a character can heal hit points and cure poisons and diseases with a Healing Kit.

Check: Must beat the poison or disease DC. If successful, the target is cured, and is healed with a number of hit points equal to the skill roll, plus all modifiers. If the target suffers from no poisons or diseases, it still is healed of damage.

Use: Use Healing Kit on wounded creature.

Hide

DESCRIPTION

Ability: Dexterity

Classes: All

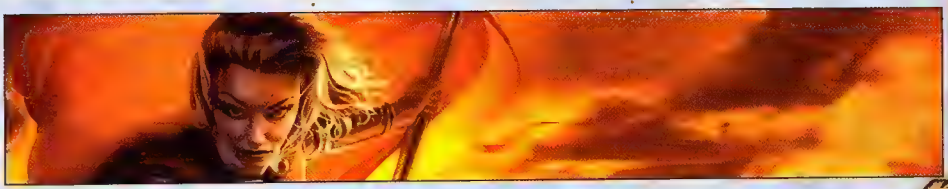
Requires Training: No

This skill allows a character to hide from enemies.

Check: When hidden, a roll is made against an opposing creature's Spot check, applying any penalties your character might receive from wearing armor. Success means that the opposing creature remains unaware as he passes or your character approaches. Characters may not attempt a Hide check if they are within the line of sight of any intelligent non-party member.

Special: Hide and Move Silently are combined into a single modal Stealth action. Movement in Stealth mode is slower than the normal rate. Wearing armor or using a torch inhibits this ability, but low light can provide a bonus. A character is harder to spot if standing still, and/or if small.

Use: Stealth Mode



Listen

DESCRIPTION

Ability: Wisdom

Classes: All

Requires Training: No

Listen alerts a character to hidden creatures that may be nearby.

Check: Listen detects hidden creatures by opposing their Move Silently check. A successful check renders the hidden creature visible and able to be targeted by the listener.

Special: Standing still provides a +5 bonus to a Listen check. A character with the Alertness feat gains a +2 synergy bonus on Listen checks. Rangers gain a bonus when listening against a favored enemy. Elves, gnomes and halflings gain a +2 racial bonus to Listen checks. Half-elves receive a +1 racial bonus.

Use: Detect Mode

Lore

DESCRIPTION

Ability: Intelligence

Classes: All

Requires Training: No

Lore allows a character to identify unknown magic items.

Check: A roll against an unidentified item's value to determine magical properties that the item may possess.

Special: Bard's are able to identify items easier than other classes. Various spells and items can also give a character a bonus to their lore skill.

Use: Automatic every time the player inspects an item.

Move Silently

DESCRIPTION

Ability: Dexterity

Classes: All

Requires Training: No

A character may sneak quietly past an enemy.

Check: The DC is the opposing creature's Listen check. If you are successful the opposing creature remains unaware as your character moves.

Special: Hide and Move Silently are combined into a single modal Stealth action. Movement in Stealth mode is slower than the normal rate. Wearing armor inhibits this ability, but low light can provide a bonus.

Use: Stealth Mode

Open Lock

DESCRIPTION

Ability: Dexterity

Classes: All

Requires Training: Yes

Using this skill allows the character to gain entrance to locked rooms, or to open locked containers.

Check: The DC is determined by the lock's difficulty rating. A successful check will open the lock.

Special: Thieves' Tools, if used, provide various bonuses to a character's Open Lock attempt, but are destroyed in the attempt whether successful or not.

Use: Select the skill and then target a locked object.

Parry

DESCRIPTION

Ability: Dexterity

Classes: All

Requires Training: No

Parry blocks incoming attacks and occasionally allows for impressive counterattacks.

Check: The DC is the modified attack roll of the incoming blow. A successful parry means that the attack does not damage the parrying character. A character may only parry a number of attacks equal to the number of attacks available to the character.

Special: If the parry is successful and the difference between the roll and the DC is ten points or greater, a counterattack occurs, which is a bonus attack made by the character parrying against the parried opponent.

Use: Select the Parry mode. The character will remain in parry mode until the mode is exited.

Perform

DESCRIPTION

Ability: Charisma

Classes: Bard

Requires Training: No

A Bard using Perform can perform the bardsong, which improves their ally's ability to fight in combat and withstand mind-affecting enemies. Perform is essential for any Bard who wants to have access to their bardsong.

Check: None. The higher the rank in this skill, the better the bardsong.

Use: Select the skill and it will affect a 30-foot radius of allies around the singer.

Persuade

DESCRIPTION

Ability: Charisma

Classes: All

Requires Training: No

In conversation a character has the option to persuade others to reveal additional information about plots or to give bonus treasure.

Check: The DC is determined by the NPC being spoken to.

Use: Used in conversation.

Pick Pocket

DESCRIPTION

Ability: Dexterity

Classes: All

Requires Training: Yes

Pick Pocket allows a character to remove items from another's backpack.

Check: There are two steps to picking pockets. First the item must be acquired, and then the targeted creature must not notice the theft. To steal the item, the base DC from a neutral or tolerant creature is 20, and a hostile creature is 30. This roll is affected by armor check penalties. The targeted creature makes an opposed Spot check vs. the Pick Pocket check of your character. Hostile creatures get a +10 bonus to their Spot checks against Pick Pocket. If the opposed roll succeeds, they have detected your character's attempt to steal. An NPC who detects the attempt will turn hostile, whereas a PC will be informed that you have attempted to pick-pocket them. If, however, both checks succeed for your character, then he or she successful managed to steal the item without being detected.

Use: Select skill, then select valid target.

Search

DESCRIPTION

Ability: Intelligence

Classes: All

Requires Training: No

Search is used to spot traps.

Check: Detecting a trap requires a roll against a DC comprised of the setter's Set Trap skill, plus the strength of the trap. Only rogues may detect traps with a DC greater than 25.

Special: The search range is 5 ft. if passively searching, 10 ft. if actively searching. Elves and dwarves have a +2 racial bonus to their Search checks. Half-elves have a +1 racial bonus.

Use: Detect mode

Spot

DESCRIPTION

Ability: Wisdom

Classes: All

Requires Training: No

A successful check of this skill can reveal a hidden creature.

Check: The DC is determined by the Hide check of the hidden creature.

Special: The Alertness feat grants a +2 synergy bonus on Spot checks. Rangers receive a bonus on Spot checks against their favored enemy. Elves have a +2 racial bonus on Spot checks, and half-elves have a +1 racial bonus.

Use: Detect Mode

Set Trap

DESCRIPTION

Ability: Dexterity

Classes: All

Requires Training: Yes

A character may place trap kits.

Check: A roll is made for success when a trap kit is used from inventory. The DC of the task is determined by the power of the trap.

Special: 5 or more ranks in Disable Traps grants a +2 synergy bonus on Set Trap checks. Any party members will be able to see traps that your character has set.

Spectacular Failure: If you fail by 10 or more, it triggers the trap in the attempt to set it. This can only occur if you are in combat when trying to set the trap.

Use: Use a trap kit from your inventory. An icon visible to you and your party will appear on the ground to represent the trap.

Taunt

DESCRIPTION

Ability: Charisma

Classes: All

Requires Training: No

Taunt is used to provoke an enemy into dropping his guard for a short time.

Check: The DC is a concentration check made by the target against the character's Taunt skill roll. It is considered an attack. If the taunt is successful, the opponent suffers an Armor Class penalty equal to the difference between the taunt roll and the defender's roll (to a max of a -6 penalty) for 5 rounds. The target will also suffer a 30% chance of spell failure, if they don't resist the taunt.

Special: Taunt penalties are not cumulative.

Use: Select skill and then target creature.

Spellcraft

DESCRIPTION

Ability: Intelligence

Classes: All

Requires Training: Yes

Spellcraft is used to identify spells and for performing counterspells.

Check: A successful check means that your character has identified a spell being cast by an opponent. The DC of this check is equal to 15 plus the level of the spell. The character also gains a +1 bonus for every 5 ranks in this skill to all saving throws against spells.

Special: A specialist wizard gets a +2 bonus when dealing with a spell from his specialized school. As well, a successful Spellcraft check is required before your character can attempt to counterspell. The specialist wizard suffers a -5 penalty when dealing with a spell or effect from a prohibited school.

Use: Spellcraft checks are automatic anytime a spell is cast nearby.

Use Magic Device

DESCRIPTION

Ability: Charisma

Classes: Bard and Rogue

Requires Training: Yes

A successful check grants access to the abilities of a magic item as if your character had the requisite class, race, or alignment to do so.

Check: The DC of this task is determined by the value of the item, if the character is trying to use an item restricted to a specific class. If the character is trying to emulate a specific race, the DC is increased by 5, if trying to emulate a specific alignment then the DC is increased by 10.

Use: Automatically applied whenever a character attempts to use or equip an item that they would normally be unable to.

Spells

Acid Fog

Stats

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Conjuration
Descriptor(s): Acid
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Large
Duration: 1 Round / 2 Level
Additional Counter Spells:
Save: Fortitude
Spell Resistance: Yes

Description

Acid Fog creates a thick, clinging, greenish cloud. Creatures inside the cloud must make a Fortitude save or have their movement reduced by 50%. Every round a creature spends in the cloud, it suffers 2d6 acid damage.

Animate Dead

Stats

Caster Level(s): Cleric 3, Wizard / Sorcerer 5
Innate Level: 3
School: Necromancy
Descriptor(s): Evil
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Point
Duration: 24 Hours
Additional Counter Spells: Sunbeam
Save: None
Spell Resistance: No

Description

Animate Dead summons forth an undead minion. The type of undead summoned is dependent upon the caster level:
Levels 1 to 5: Tyrantfog zombie
Levels 6 to 9: Skeletal warrior
Level 10 or more: Skeletal knig

Aura versus Alignment

Stats

Caster Level(s): Cleric 8
Innate Level: 8
School: Abjuration
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster
Duration: 1 Round / Level
Additional Counter Spells:
Save: Will, Special
Spell Resistance: Yes

Description

When this spell is cast, the caster chooses to be protected from either good or evil. He receives a +4 deflection bonus to Armor Class, immunity to mind-affecting spells and spell-like abilities used by creatures of the chosen alignment, and spell resistance 25 against spells cast by creatures of the chosen alignment. Creatures of the chosen alignment also take 6 + 1d8 damage each time they successfully strike the Cleric.

Aid

Stats

Caster Level(s): Cleric 2, Paladin 2, Ranger 3
Innate Level: 2
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Turn / Level
Additional Counter Spells: Doom
Save: Harmless
Spell Resistance: No

Description

The target gains a +1 bonus to attack rolls, a +1 bonus on saving throws versus fear, and a 1d8 bonus to maximum hit points.

Aura of Vitality

Stats

Caster Level(s): Druid 7
Innate Level: 7
School: Transmutation
Component(s): Verbal, Somatic
Range: Close
Area of Effect / Target: Colossal
Duration: 1 Round / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

All allies within the area of effect receive a +4 bonus to Strength, Constitution, and Dexterity.

Awaken

Stats

Caster Level(s): Druid 5
Innate Level: 5
School: Transmutation
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 24 Hours
Additional Counter Spells:
Save: Will Negates
Spell Resistance: No

Description

The target animal companion gains +4 Strength, +4 Constitution, +3d6 Wisdom, and +2 to attack rolls.

Barkskin

Caster Level(s): Druid 2
Innate Level: 2
School: Transmutation
Descriptor(s): None
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Hour / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

Barkskin hardens the target creature's skin, granting a natural armor bonus to Armor Class based on the caster's level:
Level 1- 6: +3
Level 7-12: +4
Levels 13+: +5

Bless

Caster Level(s): Cleric 1, Paladin 1
Innate Level: 1
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Gargantuan
Duration: 1 Turn / Level
Additional Counter Spells: Doom
Save: Harmless
Spell Resistance: No

Description

All allies within the area of effect gain a +1 bonus to attack and damage, along with a +1 on Will saves against fear.

Burning Hands

Caster Level(s): Wizard / Sorcerer 1
Innate Level: 1
School: Transmutation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: 30 ft
Area of Effect / Target: Spell Cone
Duration: Instant
Additional Counter Spells:
Save: Reflex 1/2
Spell Resistance: Yes

Description

A cone of fire shoots forth from the caster's hands, burning all those within its area of effect for 1d4 damage per caster level, up to a maximum of 5d4.

Bestow Curse

Caster Level(s): Bard 3, Cleric 3, Wizard / Sorcerer 4
Innate Level: 3
School: Transmutation
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Permanent
Additional Counter Spells: Remove Curse
Save: Will Negates
Spell Resistance: Yes

Description

Bestow Curse lowers all of the target creature's ability scores by 2.

Blindness / Deafness

Caster Level(s): Bard 2, Cleric 3, Wizard / Sorcerer 2
Innate Level: 2
School: Enchantment
Component(s): Verbal
Range: Medium
Area of Effect / Target: Single
Duration: 1 Round / Level
Additional Counter Spells: Remove Blindness/Deafness
Save: Fortitude Negates
Spell Resistance: Yes

Description

The target creature is struck blind and deaf.

Call Lightning

Caster Level(s): Druid 3
Innate Level: 3
School: Evocation
Descriptor(s): Electricity
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Large
Duration: Instant
Additional Counter Spells:
Save: Reflex 1/2
Spell Resistance: Yes

Description

A bolt of lightning strikes the selected target and arcs to all enemies within the area of effect, doing 1d6 points of electrical damage per caster level, to a maximum of 10d6.

Blade Barrier

Caster Level(s): Cleric 6
Innate Level: 6
School: Evocation
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Wall 30 ft Long
Duration: 1 Round / Level
Additional Counter Spells:
Save: None
Spell Resistance: Yes

Description

Blade Barrier brings into being a 30-ft long and 3-ft wide wall of stabbing blades. All those passing through the wall take 1d6 points of damage per caster level.

Bull's Strength

Caster Level(s): Bard 2, Cleric 2, Druid 2, Paladin 2, Wizard / Sorcerer 2
Innate Level: 2
School: Transmutation
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Hour / Level
Additional Counter Spells: Ray of Enfeeblement
Save: Harmless
Spell Resistance: No

Description

The target creature's Strength is increased by 1d4+1.

Cat's Grace

Caster Level(s): Bard 2, Ranger 2, Wizard / Sorcerer 2
Innate Level: 2
School: Transmutation
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Hour / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The target creature's Dexterity is increased by 1d4+1.

Chain Lightning

Stats

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Evocation
Descriptor(s): Electricity
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Colossal, 1 Target / Level
Duration: Instant
Additional Counter Spells:
Save: Reflex 1/2
Spell Resistance: Yes

Description

A bolt of electricity arcs through the caster's enemies for 1d6 points of electrical damage per caster level, up to a maximum of 20d6 points of damage to the initial target and half that amount to all secondary targets.

Charm Person or Animal

Stats

Caster Level(s): Druid 2
Innate Level: 2
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Single
Duration: 2 Rounds + 1 / 3 Levels
Additional Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes

Description

In the eyes of the target animal or humanoid, the personal reputation of the caster is improved by 50%.

Clairaudience & Clairvoyance

Stats

Caster Level(s): Bard 3, Wizard / Sorcerer 3
Innate Level: 3
School: Divination
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Round / Level
Additional Counter Spells: Blindness / Deafness
Save: Harmless
Spell Resistance: No

Description

For the duration of the spell, the target creature gains a +10 bonus to all Spot and Listen checks.

Charm Monster

Stats

Caster Level(s): Bard 3, Wizard / Sorcerer 4
Innate Level: 3
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Single
Duration: 3 Rounds + 1 / 2 Levels
Additional Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes

Description

In the eyes of the target creature, the personal reputation of the caster is improved by 50%.

Circle of Death

Stats

Caster Level(s): Wizard / Sorcery 6
Innate Level: 6
School: Necromancy
Descriptor(s): Death
Component(s): Verbal, Components
Range: Medium
Area of Effect / Target: Colossal
Duration: Instant
Additional Counter Spells: Death Ward
Save: Fortitude Negates
Spell Resistance: Yes

Description

A wave of negative energy bursts from the target location. A number of enemy creatures equal to 1d4 per caster level must make a Fortitude save or die, beginning with those creatures with the lowest Hit Dice. Creatures with 9 or more Hit Dice are unaffected.

Clarity

Stats

Caster Level(s): Bard 2, Cleric 3, Wizard / Sorcerer 3
Innate Level: 2
School: Necromancy
Descriptor(s): Mind-Affecting
Component(s): Verbal
Range: Medium
Area of Effect / Target: Single
Duration: 1 Turn + 1 Round / Level
Additional Counter Spells: Charm Person
Save: No
Spell Resistance: No

Description

This spell removes the effects of Sleep, Confusion, Stun, and Charm, and protects against such effects until it expires. For every effect removed by the spell, the target creature sustains 1 point of damage.

Charm Person

Stats

Caster Level(s): Bard 1, Wizard / Sorcerer 1
Innate Level: 1
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Single
Duration: 2 Rounds + 1 / 3 Levels
Additional Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes

Description

In the eyes of the target humanoid, the personal reputation of the caster is improved by 50%.

Circle of Doom

Stats

Caster Level(s): Cleric 5
Innate Level: 5
School: Necromancy
Descriptor(s):
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Huge
Duration: Instant
Additional Counter Spells: Healing Circle
Save: Fortitude 1/2
Spell Resistance: Yes

Description

All enemies within the area of effect are struck with negative energy that causes 1d8 points of damage, +1 point per caster level. Negative energy spells have a reverse effect on undead, healing them instead of harming them.

Cloudkill

Stats

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Conjuration
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Large
Duration: 1 Round / 2 Levels
Additional Counter Spells:
Save: Fortitude Special
Spell Resistance: Yes

Description

A billowing cloud of noxious vapors settles over the area. Its effects vary according to the Hit Dice of the affected creatures:
1-3 HD: Instant death
4-6 HD: Fortitude save or death
Over 6 HD: 1d10 damage

Color Spray

Stats

Caster Level(s): Wizard / Sorcerer 1
Innate Level: 1
School: Illusion
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Cone, 30ft
Area of Effect / Target: Spell Cone
Duration: Instant
Additional Counter Spells:
Save: Will Negates
Spell Resistance: Yes

Description

Color Spray sends forth a dazzling array of lights to confound all creatures within the area of effect. Its effects vary according to the Hit Dice of the affected creatures:
1-2 HD: Sleep for 2d4 rounds
3-4 HD: Blinded for 1d4 rounds
Over 4 HD: Stunned for 1 round

Cone of Cold

Stats

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Evocation
Descriptor(s): Cold
Component(s): Verbal, Somatic
Range: Cone, 30ft
Area of Effect / Target: Spell Cone
Duration: Instant
Additional Counter Spells:
Save: Reflex 1/2
Spell Resistance: Yes

Description

A cone of frost and snow shoots forth from the caster's hands, doing 1d6 points of cold damage per caster level to all those within the area of effect, to a maximum of 15d6.

Confusion

Stats

Caster Level(s): Bard 3, Wizard / Sorcerer 4
Innate Level: 3
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Large
Duration: 1 Round / Level
Additional Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes

Description

Affected creatures either wander randomly, attack a random target, or simply stand still.

Contagion

Stats

Caster Level(s): Cleric 3, Druid 3, Wizard / Sorcerer 4
Innate Level: 3
School: Necromancy
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Counter Spells: Remove Disease
Save: Fortitude Negates
Spell Resistance: Yes

Description

The target creature is struck down with one of the following debilitating diseases, randomly chosen: Blinding Sickness, Cackle Fever, Mind Fire, Red Ache, Shakes, or Slimy Doom.

Control Undead

Stats

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Necromancy
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Huge
Duration: 1 Hour / Level
Additional Counter Spells: Sunbeam
Save: Will Negates
Spell Resistance: Yes

Description

A single undead creature with up to 2 Hit Dice per caster level falls under the caster's control unless it makes a successful Will save.

Create Greater Undead

Stats

Caster Level(s): Cleric 8
Innate Level: 8
School: Necromancy
Descriptor(s): Evil
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target:
Duration: 24 Hours
Additional Counter Spells: Sunbeam
Save: None
Spell Resistance: None

Description

The caster brings a powerful undead creature into being. The type of undead is based upon the caster's level:
Under level 15: Vampire
Level 16-17: Doom knight
Level 18-19: Lich
Level 20: Greater mummy

Create Undead

Stats

Caster Level(s): Cleric 6, Wizard / Sorcerer 8
Innate Level:
School: Necromancy
Descriptor(s): Evil
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target:
Duration: 24 Hours
Additional Counter Spells: Sunbeam
Save: None
Spell Resistance: None

Description

The caster brings an undead creature into being. The type of undead is based upon the caster's level:
Under level 11: Ghoul
Level 12-13: Ghast
Level 14-15: Wight
Level 16 and over: Spectre

Creeping Doom

Stats

Caster Level(s): Druid 7
Innate Level: 7
School: Conjuration
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Large
Duration: 1 Round / Level
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

The caster summons a mass of biting and stinging insects which causes 1d6 points of damage. For every subsequent round that a creature remains within the area of effect, the damage inflicted is increased by an increment of 1d6 (ie. 1d6 for the first round, 2d6 for the second, 4d6 for the third, 7d6 for the fourth, and so on). The spell deals damage until its duration expires or it deals 1,000 points of damage.

Cure Critical Wounds

Stats

Caster Level(s): Bard 4, Cleric 4, Druid 5
Innate Level: 4
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: Will for 1/2
Spell Resistance: Yes

Description

The target creature is healed of 4d8 points of damage, + 1 point per caster level to a maximum of +20. Healing spells have a reverse effect when used on undead, causing the targeted undead to take an amount of damage equal to what the spell normally heals. A successful touch attack must first be made when this spell is used against undead.

Cure Light Wounds

Stats

Caster Level(s): Bard 1, Cleric 1, Druid 1, Paladin 1, Ranger 1
Innate Level: 1
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Ghoul Touch
Save: Will 1/2
Spell Resistance: Yes

Description

The target creature is healed for 1d8 points of damage, +1 point per caster level (to a maximum of +5). Healing spells have a reverse effect on undead, harming instead of healing them. A successful touch attack must first be made when this spell is used against undead.

Cure Minor Wounds

Stats

Caster Level(s): Bard 0, Cleric 0, Druid 0
Innate Level: 0
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Ghoul Touch
Save: None
Spell Resistance: Yes

Description

The target creature is healed for 4 points of damage. Healing spells have a reverse effect on undead, harming instead of healing them. A successful touch attack must first be made when this spell is used against undead.

Cure Moderate Wounds

Stats

Caster Level(s): Bard 2, Cleric 2, Druid 3, Paladin 3, Ranger 3
Innate Level: 2
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Ghoul Touch
Save: Will 1/2
Spell Resistance: Yes

Description

The target creature is healed for 2d8 points of damage, +1 point per caster level (to a maximum of +10). Healing spells have a reverse effect on undead, harming instead of healing them. A successful touch attack must first be made when this spell is used against undead.

Cure Serious Wounds

Stats

Caster Level(s): Bard 3, Cleric 3, Druid 4, Paladin 4, Ranger 4
Innate Level: 4
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Ghoul Touch
Save: Will 1/2
Spell Resistance: Yes

Description

The target creature is healed for 3d8 points of damage, +1 point per caster level (to a maximum of +15). Healing spells have a reverse effect on undead, harming instead of healing them. A successful touch attack must first be made when this spell is used against undead.

Darkness

Stats

Caster Level(s): Bard 2, Cleric 2, Wizard / Sorcerer 2
Innate Level: 2
School: Evocation
Descriptor(s): Darkness
Component(s): Verbal
Range: Long
Area of Effect / Target: Huge
Duration: 1 Round / Level
Additional Counter Spells: Light
Save: None
Spell Resistance: Yes

Description

All creatures within the area of effect are shrouded in a haze of darkness which extinguishes even Light and Darkvision spells.

Daze

Stats

Caster Level(s): Bard 0, Wizard / Sorcerer 0
Innate Level: 0
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Single
Duration: 2 Rounds
Additional Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes

Description

If the target creature has 5 Hit Dice or less, they are dazed for 2 rounds.

Death Ward

Stats

Caster Level(s): Cleric 4, Druid 5, Paladin 4
Innate Level: 4
School: Necromancy
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Hour / Level
Additional Counter Spells: Finger of Death
Save: Harmless
Spell Resistance: None

Description

The target creature becomes immune to any death spells, spell-like abilities, and effects.

Delayed Blast Fireball

Stats

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Huge
Duration: 1 Round / 3 Levels
Additional Counter Spells:
Save: Reflex 1/2
Spell Resistance: Yes

Description

The caster creates a small, magical zone that can detect the passage of enemy creatures. When the field is activated, it explodes, doing 1d6 points of fire damage per caster level to all within the area of effect, to a maximum of 20d6.

Destruction

Stats

Caster Level(s): Cleric 7
Innate Level: 7
School: Necromancy
Component(s): Verbal, Somatic
Range: Close
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: Fortitude Partial
Spell Resistance: Yes

Description

The target creature must make a Fortitude save or die. A successful save still results in the target taking 10d6 points of damage.

Dismissal

STATS

Caster Level(s): Bard 4, Cleric 4, Wizard / Sorcerer 5
Innate Level: 4
School: Abjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Colossal
Duration: Instant
Additional Counter Spells: Gate
Save: Will Negates
Spell Resistance: Yes

DESCRIPTION

All summoned associates belonging to enemy spellcasters are unsummoned within the area of effect.

Dispel Magic

STATS

Caster Level(s): Bard 3, Cleric 3, Druid 4, Paladin 3, Wizard / Sorcerer 3
Innate Level: 3
School: Abjuration
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single or Colossal
Duration: Instant
Additional Counter Spells:
Save: None
Spell Resistance: Yes

DESCRIPTION

This spell attempts to strip all magical effects from a single target. It can also target a group of creatures, attempting to remove the most powerful spell effect from each creature. To remove an effect, the caster makes a dispel check of 1d20 +1 per caster level (to a maximum of +10) against a DC of 11 + the spell effect's caster level.

Divine Power

STATS

Caster Level(s): Cleric 4
Innate Level: 4
School: Evocation
Component(s): Verbal, Somatic
Range: None
Area of Effect / Target: Personal
Duration: 1 Round / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: None

DESCRIPTION

The caster gains the following bonuses: 1 extra Hit Point per caster level, Strength is raised to 18 (if their strength is already 18 or higher, it is not raised further), and base attack bonus improves to that of a Fighter of the same level.

Dominate Animal

STATS

Caster Level(s): Druid 3
Innate Level: 3
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: 3 Rounds, +1 / Level
Additional Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes

DESCRIPTION

The target animal temporarily becomes a faithful and loyal servant of the caster.

Dominate Monster

STATS

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: 3 Turns + 1 Level
Additional Counter Spells:
Save: Will Negates
Spell Resistance: Yes

DESCRIPTION

The target monster temporarily becomes a faithful and loyal servant of the caster.

Dominate Person

STATS

Caster Level(s): Bard 4, Wizard / Sorcerer 5
Innate Level: 4
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: 2 Rounds + 1 Round / 3 Caster Levels
Additional Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes

DESCRIPTION

The target person temporarily becomes a faithful and loyal servant of the caster.

Doom

STATS

Caster Level(s): Cleric 1
Innate Level: 1
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: 1 Turn / Level
Additional Counter Spells: Bless
Save: Will Negates
Spell Resistance: Yes

DESCRIPTION

The target creature receives a -2 modifier to all attack rolls, damage rolls, saving throws, ability checks and skill checks.

Eagle's Splendor

STATS

Caster Level(s): Bard 2, Cleric 2, Paladin 2, Wizard / Sorcerer 2
Innate Level: 2
School: Transmutation
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Hour / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

DESCRIPTION

The target creature's Charisma is increased by 1d4+1.

Elemental Shield

STATS

Caster Level(s): Wizard / Sorcerer 4
Innate Level: 4
School: Evocation
Descriptor(s): Cold, Fire
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster
Duration: 1 Round / Level
Additional Counter Spells:
Save: None
Spell Resistance: None

DESCRIPTION

The caster is surrounded by a ring of fire that damages all opponents who make a successful melee attack on the caster. The damage inflicted is 1d6, +1 point per caster level. The caster also gains 50% immunity to cold and fire.

Elemental Swarm

Stats

Caster Level(s): Druid 9
Innate Level: 9
School: Conjuration
Descriptor(s): Air, Earth, Fire, Water
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target:
Duration: 24 Hours
Additional Counter Spells: Dismissal
Save: None
Spell Resistance: None

Description

The caster summons a 24 HD air elemental to act as a loyal servant until it dies or until the spell expires. If the air elemental dies before the spell ends, a 24 HD water elemental is automatically summoned to replace it. This process continues with an earth and fire elemental until the spell expires. After the fire elemental, no more are summoned.

Endurance

Stats

Caster Level(s): Cleric 2, Wizard / Sorcerer 2
Innate Level: 2
School: Transmutation
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Hour / Level
Additional Counter Spells:
Save: None
Spell Resistance: None

Description

The target creature's Constitution is increased by 1d4+1.

Endure Elements

Stats

Caster Level(s): Cleric 1, Druid 1, Paladin 1, Wizard / Sorcerer 1
Innate Level: 2
School: Abjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 24 Hours
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The target creature gains damage resistance 10/- against all elemental forms of damage. The spell ends after absorbing 20 points of damage from any single elemental type.

Energy Buffer

Stats

Caster Level(s): Bard 6, Druid 6, Sorcerer / Wizard 5
Innate Level: 5
School: Abjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Caster
Duration: 1 Turn / Caster Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The target creature gains damage resistance 40/- against all elemental forms of damage. The spell ends after absorbing 60 points of damage from any single elemental type.

Energy Drain

Stats

Caster Level(s): Cleric 9, Wizard / Sorcerer 9
Innate Level: 9
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: Fortitude Negates
Spell Resistance: Yes

Description

The target creature temporarily loses 2d4 character levels.

Enervation

Stats

Caster Level(s): Wizard / Sorcerer 4
Innate Level: 4
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Single
Duration: 1 Hour / Caster Level
Additional Counter Spells:
Save: None
Spell Resistance: Yes

Description

The target creature temporarily loses 1d4 character levels.

Entangle

Stats

Caster Level(s): Druid 1, Ranger 1
Innate Level: 1
School: Transmutation
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Large
Duration: 1 Round / 2 Levels
Additional Counter Spells:
Save: Reflex, Special
Spell Resistance: Yes

Description

A mass of clinging vegetation wraps around all creatures in the area of effect. Those affected are immobilized, though still able to fight and cast spells. Victims who make a Reflex save still have their movement reduced by half.

Ethereal Visage

Stats

Caster Level(s): Bard 5, Wizard / Sorcerer 6
Innate Level: 5
School: Illusion
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster
Duration: 1 Round / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The caster is surrounded by a ghostly nimbus of light that grants damage reduction 20/+3 and prevents all spells of level 2 or lower from affecting the caster.

Evard's Black Tentacles

Stats

Caster Level(s): Wizard / Sorcerer 4
Innate Level: 4
School: Conjuration
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Large, 1d4 Tentacles, + 1 / Caster Level
Duration: 1 Round / Level
Additional Counter Spells:
Save: Fortitude Special
Spell Resistance: No

Description

A field of thick, rubbery tentacles rises from the ground. For every round that a creature is caught within the area of effect, it suffers attacks from 1d4 tentacles, each capable of doing 1d6+4 points bludgeoning damage. Each attack can be resisted with a successful Fortitude save.

Fear

STATS

Caster Level(s): Bard 3, Wizard / Sorcerer 4
Innate Level: 3
School: Necromancy
Descriptor(s): Fear, Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/ Target: Large
Duration: 1 Round / Level
Additional Counter Spells: Remove Fear
Save: Will Negates
Spell Resistance: Yes

DESCRIPTION

Affected creatures are consumed with mind-numbing fear that overrides all other actions. The affected creatures run away from all those they do not consider allies.

Feeblemind

STATS

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Divination
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: 1 Round / 2 Levels
Additional Counter Spells: Heal
Save: Will Negates
Spell Resistance: Yes

DESCRIPTION

With a successful ranged touch attack, the caster does 1d4 points of Intelligence damage to the creature for every 4 caster levels.

Find Traps

STATS

Caster Level(s): Bard 3, Cleric 2, Wizard / Sorcerer 3
Innate Level: 2
School: Divination
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Caster
Duration: 1 Turn / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

DESCRIPTION

This spell grants the caster a bonus of +10 to Search checks.

Finger of Death

STATS

Caster Level(s): Druid 8, Wizard / Sorcerer 7
Innate Level: 7
School: Necromancy
Descriptor(s): Death
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: Fortitude Partial
Spell Resistance: Yes

DESCRIPTION

The target creature must make a Fortitude save or die. If they succeed, they still take 3d6 points of damage, +1 point per caster level.

Fire Storm

STATS

Caster Level(s): Cleric 8, Druid 7
Innate Level: 7
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Colossal
Duration: Instant
Additional Counter Spells:
Save: Reflex 1/2
Spell Resistance: Yes

DESCRIPTION

Everything within this spell's area of effect is inundated with a rain of fire. All those caught in the cataclysm take 1d6 points of damage per caster level (to a maximum of 20d6). Half of the damage is divine and the other half is fire-based. All creatures within 5 feet of the caster are protected from the spell's effects.

Fireball

STATS

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Large
Area of Effect / Target: Huge
Duration: Instant
Additional Counter Spells:
Save: Reflex 1/2
Spell Resistance: Yes

DESCRIPTION

The caster unleashes a fiery projectile that explodes upon all within the area of effect for 1d6 points of fire damage per caster level, to a maximum of 10d6.

Flame Arrow

STATS

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Conjuration
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: Reflex 1/2
Spell Resistance: Yes

DESCRIPTION

The caster launches 1 conjured fiery arrow at the target creature for every 4 caster levels. Each arrow does 4d6 points of damage.

Flame Lash

STATS

Caster Level(s): Druid 2
Innate Level: 2
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: Reflex 1/2
Spell Resistance: Yes

DESCRIPTION

The Druid is able to flay an enemy with flaming brands that do 2d6 points of fire damage, + 1d6 per 3 caster levels above level 3.

Flame Strike

STATS

Caster Level(s): Cleric 5, Druid 4
Innate Level: 4
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Medium
Duration: Instant
Additional Counter Spells:
Save: Reflex 1/2
Spell Resistance: Yes

DESCRIPTION

A pillar of flame engulfs all within the area of effect, inflicting 1d6 points of damage per caster level (to a maximum of 15d6). Half of the damage caused by the spell is divine and the other half is fire-based. Enemies are struck by both damage types, while allies are struck only by the fire damage.

Fox's Cunning

Stats

Caster Level(s): Bard 2, Cleric 2, Wizard / Sorcerer 2
Innate Level: 2
School: Transmutation
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Hour / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The target creature's Intelligence is increased by 1d4+1.

Ghostly Visage

Stats

Caster Level(s): Bard 2, Wizard / Sorcerer 2
Innate Level: 2
School: Illusion
Descriptor(s):
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster
Duration: 1 Turn / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The caster is surrounded by a ghostly nimbus of light that grants damage reduction 5/+1 and prevents all spells of level 1 or lower from affecting the caster.

Grease

Stats

Caster Level(s): Bard 1, Druid 1, Ranger 1, Wizard / Sorcerer 1
Innate Level: 1
School: Conjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Medium
Duration: 2 Rounds + 1 / 3 Levels
Additional Counter Spells: Freedom of Movement
Save: Reflex
Spell Resistance: Yes

Description

A churning field of oil and grease fills the target area, causing all within to either fall down or move at a reduced speed.

Freedom of Movement

Stats

Caster Level(s): Cleric 4, Druid 4, Paladin 4, Ranger 4
Innate Level: 4
School: Abjuration
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: 1 Turn / Level
Additional Counter Spells: Web
Save: None
Spell Resistance: No

Description

The target creature becomes immune to paralysis, slow, and entanglement spells and effects.

Ghoul Touch

Stats

Caster Level(s): Wizard / Sorcerer 2
Innate Level: 2
School: Necromancy
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1d6 + 2 Rounds
Additional Counter Spells: Cure Light Wounds
Save: Fortitude Negates
Spell Resistance: Yes

Description

The caster's hand glows with an unearthly radiance. If the caster makes a successful touch attack, the target creature must make a Fortitude save or become paralyzed. Creatures paralyzed by this spell emit a noxious cloud that dazes all enemy creatures within 5 feet.

Greater Dispelling

Stats

Caster Level(s): Bard 5, Cleric 6, Druid 6, Wizard / Sorcerer 6
Innate Level: 6
School: Abjuration
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single or Colossal
Duration: Instant
Additional Counter Spells:
Save: None
Spell Resistance: Yes

Description

Greater Dispelling attempts to strip all magical effects from a single target. It can also target a group of creatures, attempting to remove the most powerful spell effect from each creature. To remove an effect, the caster makes a dispel check of 1d20, +1 per caster level (to a maximum of +15) against a DC of 11 + the spell effect's caster level.

Gate

Stats

Caster Level(s): Cleric 9, Wizard / Sorcerer 9
Innate Level: 9
School: Conjuration
Descriptor(s):
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Point
Duration: 1 Round / Level
Additional Counter Spells:
Save: None
Spell Resistance: None

Description

This powerful summoning spell opens a portal to another plane, calling forth a Balor. If the caster is protected by the effects of Protection from Evil, Magic Circle versus Evil, or Aura versus Evil, the Balor becomes their faithful and loyal servant. If the caster is not so protected, the Balor attempts to destroy them.

Globe of Invulnerability

Stats

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Abjuration
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Single
Duration: 1 Round / Level
Additional Counter Spells: Greater Globe of Invulnerability, Greater Spell Breach
Save: None
Spell Resistance: Yes

Description

A shimmering field of energy prevents all spells of level 4 or lower from affecting the caster.

Greater Planar Binding

Stats

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Conjuration
Descriptor(s):
Component(s): Verbal, Somatic
Range: Single
Area of Effect / Target: Single or Point
Duration: 1 Hour / Level
Additional Counter Spells:
Save: Will (-5) Negates
Spell Resistance: No

Description

This spell has two modes of operation: targeting a single outsider, or summoning a planar ally. Targeted outsiders are paralyzed for 1 round per 2 caster levels. The type of summoned ally is based on the caster's alignment:
Evil: Vrock
Neutral: Death slaad
Good: Celestial Avenger

Greater Restoration

Stats

Caster Level(s): Cleric 7
Innate Level: 7
School: Necromancy
Descriptor(s):
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

Greater Restoration removes most temporary and all permanent negative effects from the target character, incuding level drain. It does not remove negative mental effects or the effects of reduced movement speed. It also heals the target creature to full Hit Points.

Greater Spell Mantle

Stats

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Abjuration
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster
Duration: 1 Round / Level
Additional Counter Spells: Greater Spell Breach
Save: None
Spell Resistance: No

Description

Creates a barrier around the caster that absorbs all incoming spells and spell-like abilities. It can absorb up to 1d12+10 levels of spells before collapsing.

Harm

Stats

Caster Level(s): Cleric 6, Druid 7
Innate Level: 6
School: Necromancy
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Heal
Save: None
Spell Resistance: Yes

Description

If the caster makes a successful melee touch attack, Harm uses negative energy to reduce the target creature to 1d4 Hit Points. This spell has a reverse effect on undead, healing the targeted undead to full health instead of harming it.

Greater Shadow Conjuration

Stats

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Illusion
Component(s): Verbal, Somatic
Range: Variable
Area of Effect / Target: Variable
Duration: Variable
Additional Counter Spells:
Save: Special
Spell Resistance: Special

Description

Allows the caster to conjure a shadow variant of one of the following spells: Summon Shadow, Melf's Acid Arrow, Ghostly Visage, Web, or Minor Globe of Invulnerability.

Greater Stoneskin

Stats

Caster Level(s): Druid 6, Wizard / Sorcerer 6
Innate Level: 6
School: Transmutation
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster
Duration: 1 Hour / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

Grants the caster a damage reduction of 20/+5. The spell absorbs 10 points of melee damage per caster level, to a maximum of 150, before fading.

Haste

Stats

Caster Level(s): Bard 3, Wizard / Sorcerer 3
Innate Level: 3
School: Transmutation
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Single
Duration: 1 Round / Level
Additional Counter Spells: Slow
Save: Harmless
Spell Resistance: No

Description

The target of this spell gains 1 extra action per round (allowing an additional attack or spell to be cast) and has their movement increased by 50%.

Greater Spell Breach

Stats

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Abjuration
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Globe of Invulnerability, Greater Spell Mantle
Save: None
Spell Resistance: No

Description

This spell strips an enemy mage of up to four magical defenses, including Spell Mantle, Globes of Invulnerability, Stoneskins, Premonition, Protection from Elements, Ghostly and Ethereal Visage, Mage Armor, Shadow Shield and Elemental Shield.

Hammer of the Gods

Stats

Caster Level(s): Cleric 4
Innate Level: 4
School: Evocation
Descriptor(s):
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Huge
Duration: Instant
Additional Counter Spells:
Save: Will 1/2
Spell Resistance: Yes

Description

The caster smites a group of enemies with divine light for 1d8 points of damage for every two caster levels, to a maximum of 5d8. Enemies who fail a Will save are also dazed for 3 rounds.

Heal

Stats

Caster Level(s): Cleric 6, Druid 7
Innate Level: 6
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Harm
Save: None
Spell Resistance: Yes

Description

The target of Heal is restored to full Hit Points. Healing spells have a reverse effect when used on undead, harming instead of healing them (undead are reduced to 1d4 Hit Points with this spell). A successful touch attack must first be made when this spell is used against undead.

Healing Circle

Stats

Caster Level(s): Bard 5, Cleric 5, Druid 6
Innate Level: 5
School: Conjuration
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Medium
Duration: Instant
Additional Counter Spells: Circle of Doom
Save: Fortitude 1/2
Spell Resistance: Yes

Description

All friendly creatures within the area of effect are healed for 1d8 Hit Points, +1 point per caster level. Healing spells have a reverse effect when used on undead, harming instead of healing them.

Hold Person

Stats

Caster Level(s): Bard 2, Cleric 2, Wizard / Sorcerer 3
Innate Level: 2
School: Enchantment
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: 1 Round / Level
Additional Counter Spells: Freedom of Movement
Save: Will Negates
Spell Resistance: Yes

Description

The target humanoid is paralyzed for the duration of the spell.

Identify

Stats

Caster Level(s): Bard 1, Wizard / Sorcerer 1
Innate Level: 1
School: Divination
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Personal
Duration: 2 Rounds
Additional Counter Spells:
Save: Harmless
Spell Resistance:

Description

Over the next two rounds, the caster gains a bonus of 10 +1 per caster level to their Lore skill.

Hold Animal

Stats

Caster Level(s): Druid 2, Ranger 2
Innate Level: 2
School: Enchantment
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: 1 Round / Level
Additional Counter Spells: Freedom of Movement
Save: Will (-4) Negates
Spell Resistance: Yes

Description

The target animal is paralyzed for the duration of the spell.

Horrid Wilting

Stats

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Necromancy
Descriptor(s): Death
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Colossal
Duration: Instant
Additional Counter Spells:
Save: Fortitude 1/2
Spell Resistance: Yes

Description

All enemy creatures within the area of effect take 1d8 points of withering energy damage per caster level, to a maximum of 25d8.

Implosion

Stats

Caster Level(s): Cleric 9
Innate Level: 9
School: Evocation
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Medium
Duration: Instant
Additional Counter Spells:
Save: Fortitude Negates
Spell Resistance: Yes

Description

The caster creates a vortex of destruction that tears asunder all living things within its area of effect, killing them instantly unless they make their saving throw.

Hold Monster

Stats

Caster Level(s): Bard 4, Druid 4, Wizard / Sorcerer 5
Innate Level: 4
School: Enchantment
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: 1 Round / Level
Additional Counter Spells: Freedom of Movement
Save: Will Negates
Spell Resistance: Yes

Description

The target monster is paralyzed for the duration of the spell.

Ice Storm

Stats

Caster Level(s): Bard 6, Druid 5, Wizard / Sorcerer 4
Innate Level: 4
School: Evocation
Descriptor(s): Cold
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Huge
Duration: Instant
Additional Counter Spells:
Save: None
Spell Resistance: Yes

Description

All creatures in the area of effect take 3d6 points of bludgeoning damage and 2d6 points of cold damage.

Improved Invisibility

Stats

Caster Level(s): Bard 4, Wizard / Sorcerer 4
Innate Level: 4
School: Illusion
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Turn / Level
Additional Counter Spells: Invisibility Purge
Save: Harmless
Spell Resistance: No

Description

The target creature becomes invisible and impossible to detect using normal vision. After attacking or casting spells the target creature will become partially visible and detectable by enemies, but still retain a 50% cover bonus.

Incendiary Cloud

Stats

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Large
Duration: 1 Round / Level
Additional Counter Spells:
Save: Reflex 1/2
Spell Resistance: Yes

Description

The caster creates a cloud of smoke and embers that causes 4d6 points of fire damage each round to all creatures within the area of effect.

Invisibility Sphere

Stats

Caster Level(s): Bard 3, Wizard / Sorcerer 3
Innate Level: 3
School: Illusion
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster, 15ft Radius
Duration: 1 Turn / Level
Additional Counter Spells: Invisibility Purge
Save: Harmless
Spell Resistance: No

Description

The caster brings into being a zone of invisibility that travels with him for the duration of the spell. All allies within the spell's area of effect are rendered invisible, but not to each other. Those that leave the sphere are visible once more.

Lesser Dispel

Stats

Caster Level(s): Bard 1, Cleric 2, Druid 2, Wizard / Sorcerer 2
Innate Level: 1
School: Abjuration
Component(s): Somatic
Range: Medium
Area of Effect / Target: Colossal
Duration: Instant
Additional Counter Spells:
Save: No
Spell Resistance: Yes

Description

This spell attempts to strip all magical effects from a single target. It can also target a group of creatures, attempting to remove the most powerful spell effect from each creature. To remove an effect from a creature the caster makes a dispel check of 1d20, +1 per caster level (to a maximum of +5) against a DC of 11 + the spell effect's caster level.

Invisibility

Stats

Caster Level(s): Bard 2, Wizard / Sorcerer 2
Innate Level: 2
School: Illusion
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Turn / Level
Additional Counter Spells: See Invisibility
Save: Harmless
Spell Resistance: No

Description

The target creature becomes invisible and impossible to detect using normal vision. Any attack or spellcasting action taken by the invisible creature will immediately cancel the invisibility.

Knock

Stats

Caster Level(s): Wizard / Sorcerer 2
Innate Level: 2
School: Transmutation
Component(s): Verbal
Range: Medium
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

This spell will unlock doors and containers sealed by conventional locks. Exceptionally complex locking mechanisms or magically sealed doors and containers are beyond the abilities of this spell.

Lesser Mind Blank

Stats

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Abjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Single
Duration: 1 Turn / Level
Additional Counter Spells: Confusion
Save: Harmless
Spell Resistance: No

Description

This spell renders the target creature immune to mind-affecting spells and spell-like effects, and removes all negative effects caused by such spells.

Invisibility Purge

Stats

Caster Level(s): Cleric 3, Ranger 3
Innate Level: 3
School: Evocation
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Colossal
Duration: 1 Turn / Level
Additional Counter Spells: Invisibility
Save: None
Spell Resistance: No

Description

This spell removes the invisibility from all invisible creatures and items.

Legend Lore

Stats

Caster Level(s): Bard 4, Wizard / Sorcerer 6
Innate Level: 6
School: Divination
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Caster
Duration: 1 Turn / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

This spell grants the caster a +10 bonus to Lore checks, +1 per 2 caster levels.

Lesser Planar Binding

Stats

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Conjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Single or Point
Duration: 1 Round / 2 Levels
Additional Counter Spells: Dismissal
Save: Will Negates
Spell Resistance: No

Description

This spell has two modes of operation: targeting a single outsider, or summoning a planar ally. Targeted outsiders are paralyzed for 1 round per 2 caster levels. The type of summoned ally is based on the caster's alignment:
Evil: Imp
Neutral: Red slaad
Good: Lantern archon

Lesser Restoration

Stats

Caster Level(s): Cleric 2, Druid 2
Innate Level: 2
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Ghoul Touch
Save: Harmless
Spell Resistance: No

Description

Removes all magical, extraordinary, and supernatural effects that apply a penalty to ability scores, AC, attack and damage rolls, spell resistance, and saving throws.

Lesser Spell Breach

Stats

Caster Level(s): Wizard / Sorcerer 4
Innate Level: 4
School: Abjuration
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Minor Globe of Invulnerability, Lesser Spell Mantle
Save: None
Spell Resistance: No

Description

This spell strips an enemy mage of up to two magical defenses, including Spell Mantles, Globes of Invulnerability, Stoneskins, Premonition, Protection from Elements, Ghostly and Ethereal Visage, Mage Armor, Shadow Shield and Elemental Shield.

Lesser Spell Mantle

Stats

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Abjuration
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster
Duration: 1 Round / Level
Additional Counter Spells: Lesser Spell Breach, Lesser Spell Mantle
Save: Harmless
Spell Resistance: No

Description

Creates a barrier around the caster that absorbs all incoming spells and spell-like abilities. It can absorb up to 1d4+6 levels of spells before collapsing.

Light

Stats

Caster Level(s): Bard 0, Cleric 0, Druid 0, Wizard / Sorcerer 0
Innate Level: 0
School: Evocation
Component(s): Verbal
Range: Touch
Area of Effect / Target: Single
Duration: 1 Hour / Level
Additional Counter Spells: Darkness
Save: Harmless
Spell Resistance: No

Description

Creates a small light source above the target creature's head. The light travels with the target and is capable of illuminating a small area.

Lightning Bolt

Stats

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Evocation
Descriptor(s): Electricity
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Chain of targets in a straight line
Duration: Instant
Additional Counter Spells:
Save: Reflex 1/2
Spell Resistance: Yes

Description

The caster fires a bolt of lightning that passes through all creatures in a straight line from the caster. The bolt does 1d6 points of electricity damage per caster level, to a maximum of 10d6.

Mage Armor

Stats

Caster Level(s): Wizard / Sorcerer 1
Innate Level: 1
School: Conjuration
Descriptor(s): Force
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Hour / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The selected target gains the following bonuses to his AC: +1 natural armor, +1 dodge, +1 deflection, and +1 enhancement. The dodge bonus stacks with other dodge bonuses to AC, but the other bonuses do not stack with bonuses of the same type.

Magic Circle against Alignment

Stats

Caster Level(s): Bard 3, Cleric 3, Paladin 3, Wizard / Sorcerer 3
Innate Level: 3
School: Abjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single, Medium
Duration: 1 Hour / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

When this spell is cast, the caster chooses to be protected from either good or evil. The caster and all allies within 10 feet receive a +2 deflection bonus to Armor Class, +2 to all saving throws, and immunity to any mind-affecting spells and spell-like abilities used by creatures of the chosen alignment.

Magic Missile

Stats

Caster Level(s): Wizard / Sorcerer 1
Innate Level: 1
School: Evocation
Descriptor(s): Force
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: None
Spell Resistance: Yes

Description

The caster creates a shimmering projectile of magical force that unerringly slams into a single selected target. After level 1, the spell creates 1 additional missile every two caster levels, to a maximum of 5 missiles at level 9. Magic missiles do 1D4+1 points of damage each.

Mass Blindness / Deafness

Stats

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Illusion
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Medium
Duration: 1 Round / Level
Additional Counter Spells: Remove Blindness / Deafness
Save: Fortitude Negates
Spell Resistance: Yes

Description

All enemies within a 10-ft radius are struck blind and deaf.

Mass Charm

Stats

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal
Range: Short
Area of Effect / Target: Large
Duration: 1 Round / Level
Additional Counter Spells:
Save: Will Negates
Spell Resistance: Yes

Description

In the eyes of all non-allied creatures within the area of affect, the personal reputation of the caster is improved by 50%.

Mass Haste

Stats

Caster Level(s): Bard 6, Wizard / Sorcerer 6
Innate Level: 6
School: Enchantment
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Large
Duration: 1 Round / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

All allies within the area of effect gain 1 extra action per round (allowing an additional attack or spell casting) and have their movement speed increased by 50%.

Mass Heal

Stats

Caster Level(s): Cleric 8, Druid 9
Innate Level: 8
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Large
Duration: Instant
Additional Counter Spells:
Save: None
Spell Resistance: Yes

Description

All allies within the area of effect are restored to full Hit Points. Healing spells have a reverse effect on undead, harming instead of healing them (undead are reduced to 1d4 Hit Points with this spell).

Melf's Acid Arrow

Stats

Caster Level(s): Wizard / Sorcerer 2
Innate Level: 2
School: Conjuration
Descriptor(s): Acid
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Single
Duration: 1 Round, + 1 Round / 3 Levels
Additional Counter Spells:
Save: None
Spell Resistance: Yes

Description

The caster targets a single creature with an acid bolt and must succeed at a ranged touch attack for the missile to be effective. The initial damage from the spell is 3d6, +1d6 every round until the spell expires.

Meteor Swarm

Stats

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Caster Centered
Area of Effect / Target: Colossal
Duration: Instant
Additional Counter Spells:
Save: Reflex 1/2
Spell Resistance: Yes

Description

The spell causes everything within the area of effect to be pummeled by incoming meteors. All those caught in the destruction take 20d6 points of damage. All creatures within 5 feet of the caster are protected from the spell's effect.

Mind Blank

Stats

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Abjuration
Component(s): Verbal, Somatic
Range: Single
Area of Effect / Target: Huge
Duration: 1 Turn / Level
Additional Counter Spells: Mass Charm
Save: Harmless
Spell Resistance: No

Description

This spell renders all allies within the area of effect immune to mind-affecting spells and effects. All negative mind-affecting effects are also removed from the target creatures.

Mind Fog

Stats

Caster Level(s): Bard 5, Wizard / Sorcerer 5
Innate Level: 5
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Colossal
Duration: 2 Rounds + 1 / 2 Levels
Additional Counter Spells:
Save: Will Negates
Spell Resistance: Yes

Description

This spell creates a bank of blue fog that saps the will of all those who enter it. Victims take a -10 penalty on Will saving throws against mind-affecting spells and effects. This penalty persists for as long as the creature remains in the fog and for an additional 2d6 rounds upon leaving.

Minor Globe of Invulnerability

Stats

Caster Level(s): Wizard/Sorcerer 4
Innate Level: 4
School: Abjuration
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster
Duration: 1 Round / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

A shimmering field of energy prevents all spells of level 3 or lower from affecting the caster.

Mordenkainen's Disjunction

Stats

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Abjuration
Component(s): Verbal
Range: Medium
Area of Effect / Target: Colossal
Duration: Instant
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

Mordenkainen's Disjunction attempts to strip all magical effects from a single target. It can also target a group of creatures, attempting to remove the most powerful spell effect from each creature. To remove an effect, the caster makes a dispel check of 1d20, +1 per caster level (to a maximum of +20) against a DC of 11 + the spell effect's caster level. Also, this spell strips a single enemy mage of up to 6 magical defenses or a group of mages of two spell protections each.

Mordenkainen's Sword

Stats

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Transmutation
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Point
Duration: 1 Round / Level
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

The caster summons a powerful, sword-wielding helmed horror that acts as a faithful and loyal servant.

Negative Energy Protection

Stats

Caster Level(s): Cleric 3
Innate Level: 3
School: Abjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Turn / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The target creature is rendered immune to all negative energy attacks, including supernatural ability damage and level drains.

Owl's Wisdom

Stats

Caster Level(s): Bard 2, Cleric 2, Wizard / Sorcerer 2
Innate Level: 2
School: Transmutation
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Hour / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The target creature's Wisdom is increased by 1d4+1.

Nature's Balance

Stats

Caster Level(s): Druid 8
Innate Level: 8
School: Transmutation
Component(s): Verbal, Somatic
Range: Centered on Caster
Area of Effect / Target: Large
Duration: Instant
Additional Counter Spells:
Save: Will Negates
Spell Resistance: No

Description

All enemies within the area of effect have their spell resistance lowered by 1d4 for every 5 caster levels. All allies within the area of effect are healed for 3d6 Hit Points, +1 point per caster level.

Negative Energy Ray

Stats

Caster Level(s): Cleric 2, Wizard / Sorcerer 1
Innate Level: 1
School: Necromancy
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: Will 1/2
Spell Resistance: Yes

Description

A ray of negative energy slams into the target creature, doing 1d6 points of damage. After level 1, the spell does an additional 1d6 points of damage for every 2 caster levels, to a maximum of 5d6 at level 9. Negative energy spells have a reverse effect on undead, healing instead of harming them.

Phantasmal Killer

Stats

Caster Level(s): Wizard / Sorcerer 4
Innate Level: 4
School: Illusion
Descriptor(s): Fear, Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: True Seeing
Save: Will and Fortitude
Spell Resistance: Yes

Description

The caster conjures an image of utmost horror to strike down a single creature. The target may attempt a Will save to disbelieve the spell, avoiding all ill effects. Failing that, the target then makes a Fortitude save to avoid instant death. A successful save still inflicts 3d6 points of damage.

Negative Energy Burst

Stats

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Necromancy
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Huge
Duration: Instant
Additional Counter Spells: Negative Energy Protection
Save: Will 1/2
Spell Resistance: Yes

Description

All creatures caught in the area of effect take 1d8 points of negative energy damage, +1 per caster level, to a maximum of +20. Negative energy spells have a reverse effect on undead, healing instead of harming them.

Neutralize Poison

Stats

Caster Level(s): Bard 4, Cleric 4, Druid 3, Paladin 4, Ranger 3
Innate Level: 3
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Poison
Save: Harmless
Spell Resistance: No

Description

A target creature has all traces of poison removed from its system.

Planar Binding

Stats

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Conjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Single or Point
Duration: 1 Hour / Level
Additional Counter Spells:
Save: Will (-2) Negates
Spell Resistance: No

Description

This spell has two modes of operation: targeting a single outsider, or summoning a planar ally. Targeted outsiders are paralyzed for 1 round per 2 caster levels. The type of summoned ally is based on the caster's alignment:
Evil: Succubus
Neutral: Green slaad
Good: Hound archon

Poison

Stats

Caster Level(s): Cleric 4, Druid 3
Innate Level: 3
School: Necromancy
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Neutralize Poison
Save: Fortitude Negates
Spell Resistance: Yes

Description

If the caster succeeds at a melee touch attack, the target must make a Fortitude save or suffer the effects of Blue Whinnis poison (-1 Constitution and target is unconscious for 1 turn).

Power Word, Stun

Stats

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Divination
Component(s): Verbal
Range: Short
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Clarity
Save: None
Spell Resistance: Yes

Description

Automatically stuns a single target for a duration based on the target's Hit Points:
Under 50 Hit Points: 4d4 rounds
51-100 Hit Points: 2d4 rounds
101-150 Hit Points: 1d4 rounds

Prismatic Spray

Stats

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Evocation
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Spell Cone
Duration: Instant
Additional Counter Spells:
Save: Special
Spell Resistance: Yes

Description

All creatures within the area of effect randomly experience 1 or 2 of the following effects:
20 fire damage
40 acid damage
80 electrical damage
Struck with Bebilith Venom poison
Paralyzed for 10 rounds
Confused for 10 rounds
Struck dead

Polymorph Self

Stats

Caster Level(s): Ranger 4, Wizard/Sorcerer 4
Innate Level: 4
School: Transmutation
Component(s): Verbal
Range: Personal
Area of Effect / Target: Caster
Duration: 1 Turn / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The caster is able to turn himself into one of the following forms:
Giant spider
Troll
Umber hulk
Pixie
Zombie

Prayer

Stats

Caster Level(s): Cleric 3, Paladin 3
Innate Level: 3
School: Conjuration
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster, Colossal
Duration: 1 Round / Level
Additional Counter Spells: Bestow Curse
Save: Harmless
Spell Resistance: Yes

Description

All allies within the area of effect gain +1 to attack and damage rolls, skill checks, and saving throws. Enemies receive -1 penalties to the same.

Protection from Alignment

Stats

Caster Level(s): Bard 1, Cleric 1, Paladin 1, Wizard / Sorcerer 1
Innate Level: 1
School: Abjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Hour / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

When this spell is cast, the caster chooses a target to be protected from either good or evil. The target receives a +2 deflection bonus to Armor Class, +2 to all saving throws, and immunity to any mind-affecting spells and spell-like abilities used by creatures of the chosen alignment.

Power Word, Kill

Stats

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Divination
Descriptor(s): Death
Component(s): Verbal
Range: Short
Area of Effect / Target: Large, Single
Duration: Instant
Additional Counter Spells: Death Ward
Save: None
Spell Resistance: Yes

Description

This spell may be cast on a single creature or as an area effect. A targeted creature of up to 100 Hit Points is killed instantly. As an area effect, this spell will kill all creatures with fewer than 20 Hit Points, to a maximum total of 200 Hit Points.

Premonition

Stats

Caster Level(s): Druid 8, Wizard / Sorcerer 8
Innate Level: 8
School: Divination
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Personal
Duration: 1 Hour / Level or until Discharged
Additional Counter Spells: Feeblemind
Save: Harmless
Spell Resistance: No

Description

Premonition allows the caster to see a few moments into the future. This grants him damage reduction 30/+5, and absorbs 10 points of melee damage per caster level before collapsing.

Protection from Elements

Stats

Caster Level(s): Cleric 3, Druid 3, Ranger 2, Wizard / Sorcerer 3
Innate Level: 2
School: Abjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 24 Hours
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The target creature gains damage resistance 30/- against all elemental forms of damage. The spell ends after absorbing 40 points of damage from any single elemental type.

Protection from Spells

Stats

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Enchantment
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Large, 1 Creature / 4 Levels
Duration: 1 Turn / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

Within the area of effect, up to one ally per 4 caster levels receives a +8 bonus on all saving throws against spells.

Ray of Frost

Stats

Caster Level(s): Wizard / Sorcerer 0
Innate Level: 0
School: Conjuration
Descriptor(s): Cold
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: None
Spell Resistance: Yes

Description

Does 1d4 cold damage to a single target creature, provided the caster succeeds at a ranged touch attack.

Remove Curse

Stats

Caster Level(s): Bard 3, Cleric 3, Wizard / Sorcerer 4
Innate Level: 3
School: Abjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

All curses and curse effects are removed from the target creature.

Raise Dead

Stats

Caster Level(s): Cleric 5
Innate Level: 5
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

Returns one target corpse to life. The raised character returns to life with only 1 Hit Point.

Regenerate

Stats

Caster Level(s): Cleric 7, Druid 6
Innate Level: 7
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Round / Caster Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

For the duration of the spell, the target creature gains the ability to regenerate 6 Hit Points every round.

Remove Disease

Stats

Caster Level(s): Bard 3, Cleric 3, Druid 3, Ranger 3
Innate Level: 3
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Contagion
Save: Harmless
Spell Resistance: No

Description

All diseases and disease effects are removed from the target creature.

Ray of Enfeeblement

Stats

Caster Level(s): Wizard / Sorcerer 1
Innate Level: 1
School: Necromancy
Descriptor(s): Death
Component(s): Somatic
Range: Short
Area of Effect / Target: Single
Duration: 1 Round / Level
Additional Counter Spells: Bull's Strength
Save: Fortitude Negates
Spell Resistance: Yes

Description

The target creature takes 1d6 Strength damage, plus 1 per 2 caster levels, to a maximum of 11 damage.

Remove Blindness/Deafness

Stats

Caster Level(s): Cleric 3, Paladin 3, Wizard / Sorcerer 4
Innate Level: 3
School: Divination
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Medium
Duration: Instant
Additional Counter Spells: Blindness / Deafness
Save: Harmless
Spell Resistance: No

Description

All allies within the area of effect are cured of blindness and deafness.

Remove Fear

Stats

Caster Level(s): Cleric 1
Innate Level: 1
School: Abjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Large, 1 Creature / 4 Levels
Duration: 10 Turns
Additional Counter Spells: Fear
Save: Harmless
Spell Resistance: No

Description

All fear effects are removed from allies within the area of effect. These targets also gain immunity to fear spells and effects for the duration of the spell.

Remove Paralysis

Stats

Caster Level(s): Cleric 2, Paladin 2
Innate Level: 2
School: Conjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Large, 1 Creature / 4 Levels
Duration: Instant
Additional Counter Spells: Hold Person
Save: Harmless
Spell Resistance: No

Description

All paralysis and hold effects are removed from allies within the area of effect.

Restoration

Stats

Caster Level(s): Cleric 4
Innate Level: 4
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

Removes all magical, extraordinary and supernatural effects that apply a penalty to ability scores, Armor Class, attack and damage rolls, spell resistance, saving throws and damage immunity. This spell also removes all level drain, blindness and deafness effects.

Scare

Stats

Caster Level(s): Bard 1, Cleric 1, Wizard / Sorcerer 1
Innate Level: 1
School: Necromancy
Descriptor(s): Fear, Mind-Affecting
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Single
Duration: 1d4 Rounds
Additional Counter Spells: Remove Fear
Save: Will Negates
Spell Resistance: Yes

Description

A target creature with 5 Hit Dice or less is afflicted with fear and suffers a -2 morale check to attack, damage and saving rolls.

Resist Elements

Stats

Caster Level(s): Cleric 2, Druid 2, Paladin 2, Ranger 2, Wizard / Sorcerer 2
Innate Level: 2
School: Abjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Turn / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The target creature gains damage resistance 20/- against all elemental forms of damage. The spell ends after absorbing 30 points of damage from any single elemental type.

Resurrection

Stats

Caster Level(s): Cleric 7
Innate Level: 7
School: Conjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

Returns a single target corpse to life with full Hit Points.

Searing Light

Stats

Caster Level(s): Cleric 3
Innate Level: 3
School: Evocation
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells:
Save: None
Spell Resistance: Yes

Description

The caster directs a beam of white-hot light at a single target. The damage is based on the target's racial type:
Undead: 1d8 per caster level, to a maximum of 10d8
Construct: 1d6 for every 2 caster levels, to a maximum of 5d6
Other: 1d8 per 2 caster levels, to a maximum of 5d8

Resistance

Stats

Caster Level(s): Bard 0, Cleric 0, Druid 0, Paladin 1, Wizard / Sorcerer 0
Innate Level: 0
School: Abjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 2 Turns
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

Grants the target creature a +1 bonus to all saving throws.

Sanctuary

Stats

Caster Level(s): Cleric 1
Innate Level: 1
School: Abjuration
Component(s): Verbal , Somatic
Range: Single
Area of Effect / Target: Single
Duration: 1 Round / Level
Additional Counter Spells:
Save: Will Negates
Spell Resistance: No

Description

The caster's presence is completely ignored by nearby creatures for the duration of the spell.

See Invisibility

Stats

Caster Level(s): Bard 2, Wizard / Sorcerer 2
Innate Level: 2
School: Divination
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Turn / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The target creature is able to see all invisible creatures within his line of sight.

Shades

Stats

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Illusion
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Special
Duration: Special
Additional Counter Spells:
Save: Special
Spell Resistance: Yes

Description

The caster conjures a shadow variant of one of the following spells: Cone of Cold, Fireball, Stoneskin, Wall of Fire, or Summon Shadow.

Shapechange

Stats

Caster Level(s): Druid 9, Wizard / Sorcerer 9
Innate Level: 9
School: Transmutation
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster
Duration: 1 Turn / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The caster is temporarily transformed into one of several fearsome creatures of destruction. Possible forms include: Red Dragon, Fire Giant, Balor, Death Slaad, or Iron Golem.

Sleep

Stats

Caster Level(s): Bard 1, Druid 1, Ranger 2, Wizard / Sorcerer 1
Innate Level: 1
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Huge
Duration: 3 Rounds + 1 / Caster Level
Additional Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes

Description

Causes 4 + 1d4 HD of creatures to fall into a comatose slumber, beginning with those with the fewest HD. Creatures with 5 or more HD are unaffected.

Shadow Conjuration

Stats

Caster Level(s): Wizard / Sorcerer 4
Innate Level: 4
School: Illusion
Component(s): Verbal, Somatic
Range: Special
Area of Effect / Target: Special
Duration: Special
Additional Counter Spells:
Save: Special
Spell Resistance: Yes

Description

The caster conjures a shadow variant of one of the following spells: Darkness, Invisibility, Mage Armor, Magic Missile, or Summon Shadow.

Silence

Stats

Caster Level(s): Bard 2, Cleric 2
Innate Level: 2
School: Illusion
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: Large
Duration: 1 Round / Level
Additional Counter Spells:
Save: Will Negates
Spell Resistance: Yes

Description

Creates a zone of silence around the target creature, preventing all within the area of effect from casting spells with verbal components. If cast on a willing subject, no saving throws or spell resistance checks are necessary.

Slow

Stats

Caster Level(s): Bard 3, Wizard / Sorcerer 3
Innate Level: 3
School: Transmutation
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Colossal, 1 Creature / Level
Duration: 1 Round / Level
Additional Counter Spells: Haste
Save: Will Negates
Spell Resistance: Yes

Description

All enemy creatures within the area of effect have their movement lowered by 50% and lose a single attack per round.

Shadow Shield

Stats

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Illusion
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster
Duration: 1 Turn / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The caster is shrouded in a cloak of shadow that protects them with the following effects:
+5 natural AC bonus
10 / +3 Damage reduction
Immunity to instant death effects
Immunity to Necromancy spells

Slay Living

Stats

Caster Level(s): Cleric 5, Druid 5
Innate Level: 5
School: Necromancy
Descriptor(s): Death
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Death Ward
Save: Fortitude Negates
Spell Resistance: Yes

Description

The target must make a Fortitude save or die. Even if the saving throw is successful, the target takes 3d6 points of negative energy damage, +1 point per caster level.

Sound Burst

Stats

Caster Level(s): Bard 2, Cleric 2
Innate Level: 2
School: Evocation
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Medium
Duration: Instant
Additional Counter Spells:
Save: Will Special
Spell Resistance: Yes

Description

All creatures within the area of effect take 1d8 points of damage and must make a Will save or be stunned for 1 round.

Spell Mantle

Stats

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Abjuration
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster
Duration: 1 Round / Level
Additional Counter Spells: Spell Breach
Save: Harmless
Spell Resistance: No

Description

Creates a barrier around the caster that absorbs all incoming spells and spell-like abilities. It can absorb up to 1d8+8 spell levels before collapsing.

Spell Resistance

Stats

Caster Level(s): Cleric 5, Druid 5
Innate Level: 5
School: Abjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Turn / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The target creature gains spell resistance 12, +1 per caster level.

Stinking Cloud

Stats

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Conjuration
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Huge
Duration: 1 Round / Level
Additional Counter Spells:
Save: Fortitude Negates
Spell Resistance: Yes

Description

All creatures caught within the area of effect are dazed. These effects last as long as the remain within the cloud and for 1 rounds after they leave.

Stoneskin

Stats

Caster Level(s): Druid 4, Wizard / Sorcerer 4
Innate Level: 4
School: Abjuration
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Hour / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

This spell grants the target creature damage reduction 10/+5. The spell absorbs 10 points of melee damage per caster level, to a maximum of 100, before collapsing.

Storm of Vengeance

Stats

Caster Level(s): Cleric 9
Innate Level: 9
School: Conjuration
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Colossal
Duration: 10 Rounds
Additional Counter Spells:
Save: Reflex Special
Spell Resistance: Yes

Description

The area around the caster is blasted by lightning and acidic rain. Each round, all enemies within the area of effect take 3d6 points of acid damage. Those who fail a Reflex save take an additional 3d6 points of electrical damage.

Summon Creature I

Stats

Caster Level(s): Bard 1, Cleric 1, Druid 1, Ranger 1, Wizard / Sorcerer 1
Innate Level: 1
School: Conjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Point
Duration: 24 Hours
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

The caster summons a dire badger to be a faithful and loyal servant.

Summon Creature II

Stats

Caster Level(s): Bard 2, Cleric 2, Druid 2, Ranger 2, Wizard / Sorcerer 2
Innate Level: 2
School: Conjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Point
Duration: 24 Hours
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

The caster summons a dire boar to be a faithful and loyal servant.

Summon Creature III

Stats

Caster Level(s): Bard 3, Cleric 3, Druid 3, Ranger 3, Wizard / Sorcerer 3
Innate Level: 3
School: Conjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Point
Duration: 24 Hours
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

The caster summons a dire wolf to be a faithful and loyal servant.

Summon Creature IV

Stats

Caster Level(s): Bard 4, Cleric 4, Druid 4, Ranger 4, Wizard / Sorcerer 4
Innate Level: 4
School: Conjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Point
Duration: 24 Hours
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

The caster summons a dire spider to be a faithful and loyal servant.

Summon Creature V

Stats

Caster Level(s): Bard 6, Cleric 6, Druid 6, Wizard / Sorcerer 6
Innate Level: 6
School: Conjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Point
Duration: 24 Hours
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

The caster summons a dire bear to be a faithful and loyal servant.

Summon Creature VI

Stats

Caster Level(s): Cleric 7, Druid 7, Wizard / Sorcerer 7
Innate Level: 7
School: Conjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Point
Duration: 24 Hours
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

The caster summons a random huge elemental to be a faithful and loyal servant.

Summon Creature VII

Stats

Caster Level(s): Cleric 8, Druid 8, Wizard / Sorcerer 8
Innate Level: 8
School: Conjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Point
Duration: 24 Hours
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

The caster summons a random greater elemental to be a faithful and loyal servant.

Summon Creature VIII

Stats

Caster Level(s): Cleric 9, Druid 9, Wizard / Sorcerer 9
Innate Level: 9
School: Conjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Point
Duration: 24 Hours
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

The caster summons a random elder elemental to be a faithful and loyal servant.

Summon Creature IX

Stats

Caster Level(s): Bard 5, Cleric 5, Druid 5, Wizard / Sorcerer 5
Innate Level: 5
School: Conjuration
Component(s): Verbal, Somatic
Range: Short
Area of Effect / Target: Point
Duration: 24 Hours
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

The caster summons a dire tiger to be a faithful and loyal servant.

Sunbeam

Stats

Caster Level(s): Cleric 8, Druid 8
Innate Level: 8
School: Evocation
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Colossal
Duration: 1 Round / Level
Additional Counter Spells: Create Greater Undead
Save: Reflex Negates
Spell Resistance: Yes

Description

The caster summons a globe of divine radiance to blind and burn those within the area of effect. Undead take 1d6 points of divine damage per caster level, to a maximum of 20d6. All other monster types take 3d6 points of divine damage, and are blinded for 1 round per caster level. A successful Reflex save halves the damage for undead and voids blindness for others.

Tenser's Transformation

Stats

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Transmutation
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster
Duration: 1 Round / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The caster becomes an engine of destruction, gaining a +1 attack bonus for every 2 caster levels, a +4 natural armor AC bonus, +2d4 Strength, +2d4 Dexterity, +5 to their Fortitude saving throws, and +1d6 additional Hit Points per caster level. In this state, however, the caster suffers a -10 penalty to his primary spellcasting ability score.

Time Stop

Stats

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Transmutation
Component(s): Verbal
Range: Personal
Area of Effect / Target: Caster
Duration: 1d4 + 1 Rounds
Additional Counter Spells:
Save: None
Spell Resistance: No

Description

The caster is able to defy the sands of time, casting spells, moving about, and attacking normally while the rest of the world appears suspended, as if in stasis.

True Seeing

Stats

Caster Level(s): Cleric 5, Druid 7, Wizard / Sorcerer 6
Innate Level: 5
School: Divination
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Turn / Level
Additional Counter Spells: Greater Shadow Conjuration
Save: Harmless
Spell Resistance: No

Description

The target creature can see through Sanctuary and Invisibility effects, and automatically spots nearby traps and hiding opponents.

Ultravision

Stats

Caster Level(s): Bard 2, Cleric 2, Druid 1, Ranger 1, Wizard 2
Innate Level: 2
School: Transmutation
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Hour / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The target creature's ability to see in complete darkness is improved beyond that of Darkvision. When this spell is applied even the effects of magical darkness are pierced.

Vampiric Touch

Stats

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Necromancy
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: Instant
Additional Counter Spells: Negative Energy Protection
Save: None
Spell Resistance: Yes

Description

If the caster succeeds at a touch attack, the target creature takes 1d6 points of damage for every 2 caster levels. This damage is then applied to the caster's Hit Points as a temporary bonus.

Virtue

Stats

Caster Level(s): Cleric 0, Druid 0, Paladin 1
Innate Level: 0
School: Transmutation
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single
Duration: 1 Turn / Level
Additional Counter Spells:
Save: Harmless
Spell Resistance: No

Description

The target creature gains 1 temporary hit point above his maximum total.

Wail of the Banshee

Stats

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Necromancy
Descriptor(s): Death, Sonic
Component(s): Verbal
Range: Short
Area of Effect/Target: Colossal, 1 Creature/Level
Duration: Instant
Additional Counter Spells: Silence
Save: Fortitude Negates
Spell Resistance: Yes

Description

All enemies within the area of effect must succeed at a Fortitude save or die, to a maximum of 1 enemy per caster level.

Wall of Fire

Stats

Caster Level(s): Druid 5, Wizard / Sorcerer 4
Innate Level: 4
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Wall 30 ft Long
Duration: 1 Round / 2 Levels
Additional Counter Spells:
Save: None
Spell Resistance: Yes

Description

This spell creates a curtain of fire that deals 4d6 points of fire damage to any creature that attempts to pass through it.

War Cry

Stats

Caster Level(s): Bard 4
Innate Level: 4
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Colossal
Duration: 1 Round / Level
Additional Counter Spells: Silence
Save: Will Negates
Spell Resistance: Yes

Description

The caster lets out a powerful shout that gives all allies within the area of effect a +2 bonus to attack and damage. All enemies within the area of effect are stricken with fear.

Web

Stats

Caster Level(s): Wizard / Sorcerer 2
Innate Level: 2
School: Conjuration
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Huge
Duration: 1 Round / Level
Additional Counter Spells: Freedom of Movement
Save: Reflex Partial
Spell Resistance: Yes

Description

Sticky strands cling to all creatures within the area of effect, entangling them. Creatures who make their save can move, but at a reduced rate dependent on their Strength.

Weird

Stats

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Illusion
Descriptor(s): Fear, Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Colossal
Duration: Instant
Additional Counter Spells: True Seeing
Save: Fortitude and Will
Spell Resistance: Yes

Description

A horrible phantasm rises to stand before enemy creatures in the area of effect, causing them to make a Will save or die. Those who succeed must then make a Fortitude save or take 3d6 points of damage.

Word of Faith

Stats

Caster Level(s): Cleric 7
Innate Level: 7
School: Evocation
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Colossal
Duration: Instant
Additional Counter Spells:
Save: None
Spell Resistance: Yes

Description

A wave of divine energy blasts all enemy creatures within the area of effect. All enemies within the area are stunned for 1 round per 2 caster levels. Those with 4 Hit Dice or less are killed instantly. Any hostile summoned creatures are returned to their home planes.

Weapons

Acid Arrow

Weapon Type: Arrow

PROPERTIES

Damage Bonus: Acid 1d6 Damage

DAMAGE	COST
N/A	2134

Acid Dart

Weapon Type: Dart

PROPERTIES

Damage Bonus: Acid 1d4 Damage
Enhancement Bonus +1
Damage Type: Piercing

DAMAGE	COST
1d4	1574

Aiedo Wither-Stick

Weapon Type: Quarterstaff

PROPERTIES

Enhancement Bonus +1
On Hit: Ability Drain Strength
Damage Type: Bludgeoning

DAMAGE	COST
1d6	23122

Angurvadal (Flame Tongue)

Weapon Type: Longsword

PROPERTIES

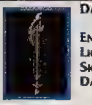
Damage Bonus: Fire 1d6 Damage
Enhancement Bonus +2
Damage Type: Slashing and Piercing

DAMAGE	COST
1d8	21808

Arc Asunder

Weapon Type: Halberd

PROPERTIES



Damage Bonus: Electrical 1d6 Damage
Enhancement Bonus +1
Light Low (10m) Blue
Skill Bonus: Parry +4
Damage Type: Slashing and Piercing

DAMAGE	COST
1d10	18992

Ardulia's Fall

Weapon Type: Dire Mace

PROPERTIES

Enhancement Bonus +2
On Hit: Slow 25% / 3 Rounds
Damage Type: Bludgeoning

DAMAGE	COST
1d8	16900

Arrow

Weapon Type: Arrow

PROPERTIES

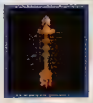
N/A

DAMAGE	COST
N/A	1

Arrow of the Vampire

Weapon Type: Arrow

PROPERTIES



Regeneration: Vampiric +2

DAMAGE	COST
N/A	983

Ascorian Double Axe

Weapon Type: Double Axe

PROPERTIES

Enhancement Bonus vs. Alignment Group: Evil +1
Regeneration: Vampiric +3
Damage Type: Slashing and Piercing

DAMAGE	COST
1d8	7980

Asp Flail

Weapon Type: Heavy Flail

PROPERTIES

Damage Bonus: Acid 1d6 Damage
Enhancement Bonus +1
Damage Type: Bludgeoning

DAMAGE	COST
1d10	10608

Asp's Nest

Weapon Type: Dart

PROPERTIES

Enhancement Bonus +1
On Hit: Poison 1d2 Constitution Damage
Damage Type: Piercing

DAMAGE	COST
1d4	4204

Astral Blade +1

Weapon Type: Longsword

PROPERTIES

Damage Bonus: Sonic 1d4 Damage
Enhancement Bonus +1
Damage Type: Slashing and Piercing

DAMAGE	COST
1d8	6330

Astral Blade +2

Weapon Type: Longsword

PROPERTIES

Damage Bonus: Sonic 1d10 Damage
Enhancement Bonus +2
Damage Type: Slashing and Piercing

DAMAGE	COST
1d8	40980

Axe for the Tall Kin +1

Weapon Type: Double Axe

PROPERTIES

Enhancement Bonus +1
Light Low (10m) White
Damage Type: Slashing and Piercing

DAMAGE	COST
1d8	2940

Axe for the Tall Kin +3

Weapon Type: Double Axe

PROPERTIES

Enhancement Bonus +3
Light Low (10m) White
Damage Type: Slashing and Piercing

DAMAGE	COST
1d8	20540

Axe of Dead Illusk

Weapon Type: Battleaxe

PROPERTIES

Enhancement Bonus +2
On Hit: Fear 50% / 2 Rounds
Regeneration: Vampiric +3
Damage Type: Slashing

DAMAGE	COST
1d8	37864

Axe of the Coming Storm

Weapon Type: Throwing Axe

PROPERTIES

Enhancement Bonus +3
Damage Bonus: Electrical 1d4 Damage
Damage Type: Slashing

DAMAGE	COST
1d6	2702

Axe of the Culling

Weapon Type: Great Axe

PROPERTIES

Damage Bonus: Fire 1d6 Damage
Enhancement Bonus +3
On Hit: Dispel Magic
Damage Type: Slashing

DAMAGE	COST
1d12	121720

Bastard Sword

Weapon Type: Bastard Sword

PROPERTIES

n/a
Damage Type: Slashing and Piercing

DAMAGE	COST
1d10	70

Bastard Sword +1

Weapon Type: Bastard Sword

PROPERTIES

Enhancement Bonus +1
Damage Type: Slashing and Piercing

DAMAGE	COST
1d10	1688

Bastard Sword +2

Weapon Type: Bastard Sword

PROPERTIES

Enhancement Bonus +2
Damage Type: Slashing and Piercing

DAMAGE	COST
1d10	7288

Bastard Sword +3

Weapon Type: Bastard Sword

PROPERTIES

Enhancement Bonus +3
Damage Type: Slashing and Piercing

DAMAGE	COST
1d10	16890

Battleaxe

Weapon Type: Battleaxe

PROPERTIES

n/a
Damage Type: Slashing

DAMAGE	COST
1d8	20

Battleaxe +1

Weapon Type: Battleaxe

PROPERTIES

Enhancement Bonus +1
Damage Type: Slashing

DAMAGE	COST
1d8	1638

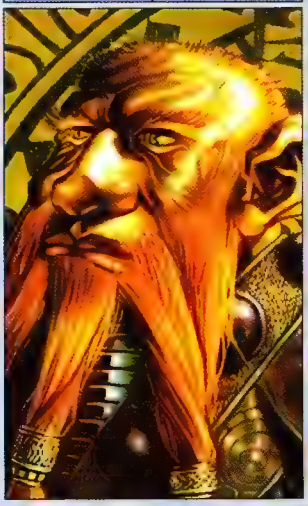
Battleaxe +2

Weapon Type: Battleaxe

PROPERTIES

Enhancement Bonus +2
Damage Type: Slashing

DAMAGE	COST
1d8	7238



Battleaxe +3

Weapon Type: Battleaxe

Properties

Enhancement Bonus +3
Damage Type: Slashing

Damage	Cost
1d8	16840

Black Kumade

Weapon Type: Spear

Properties

Enhancement Bonus +2
Spell Resistance Bonus of 10 SR
Damage Type: Piercing

Damage	Cost
1d8	13262

Black Rider Quill

Weapon Type: Rapier

Properties

Enhancement Bonus +1
Skill Bonus: Lore +4
Skill Bonus: Perform +4
Damage Type: Piercing

Damage	Cost
1d6	6958

Blackforest Staff

Weapon Type: Quarterstaff

Properties

Cast Spell: Protection from Alignment (2) 3 Uses/Day
Enhancement Bonus vs. Alignment Group: Good +1
Regeneration: Vampiric +1
Damage Type: Bludgeoning

Damage	Cost
1d6	5412

Black Raven Axe

Weapon Type: Throwing Axe

Properties

Enhancement Bonus +1
On Hit: Fear 50% / 2 Rounds
Damage Type: Slashing

Damage	Cost
1d6	1804

Blacksoul Sickle

Weapon Type: Sickle

Properties

Enhancement Bonus +1
Keen
Regeneration: Vampiric +2
Damage Type: Slashing

Damage	Cost
1d6	6856

Blade of Corellon

Weapon Type: Two-Bladed Sword

Properties

Enhancement Bonus +3
Skill Bonus: Heal +2
Skill Bonus: Spot +2
Damage Type: Slashing

Damage	Cost
1d8	23048

Blade of the Elements

Weapon Type: Katana

Properties

Enhancement Bonus +3
Damage Type: Slashing and Piercing

Damage	Cost
1d10	16900

Blade of the Gladiator

Weapon Type: Longsword

Properties

Damage Bonus: Acid 1d6 Damage
Enhancement Bonus +2
Damage Type: Slashing and Piercing

Damage	Cost
1d10	20262

Blade of the Rashemi

Weapon Type: Great Sword

Properties

Enhancement Bonus +2
Spell Resistance Bonus of 10 SR
Damage Type: Slashing and Piercing

Damage	Cost
2d6	13360

Blade of the Red Masque

Weapon Type: Two-Bladed Sword

Properties

Enhancement Bonus +1
On Hit: Poison 1d2 Constitution Damage
Damage Type: Slashing

Damage	Cost
1d8	17020

Bleederkin

Weapon Type: Rapier

Properties

Enhancement Bonus +2
On Hit: Wounding
Damage Type: Piercing

Damage	Cost
1d6	30460

Blessing of the Daystar

Weapon Type: Longsword

Properties

Damage Bonus vs. Alignment Group: Evil 1d6 Damage Fire
Enhancement Bonus +3
Enhancement Bonus vs. Racial Group: Undead +5
Damage Type: Slashing and Piercing

Damage	Cost
1d8	54422

Blightbringer Lineage

Weapon Type: Sickle

Properties

Enhancement Bonus vs. Alignment Group: Good +1
On Hit: Disease Demon Fever
Damage Type: Slashing

Damage	Cost
1d6	12914

Blood Rust Axe

Weapon Type: Handaxe

Properties

Damage Bonus vs. Alignment Group: Good 1d6 Damage Fire
Enhancement Bonus +2
On Hit: Slow 50% / 2 Rounds
Damage Type: Slashing

Damage	Cost
1d6	24512

Bloodletter

Weapon Type: Bastard Sword

Properties

Enhancement Bonus +4
On Hit: Wounding
Regeneration: Vampiric +2
Damage Type: Slashing and Piercing

Damage	Cost
1d10	93914

Bloodstone Double Axe

Weapon Type: Double Axe

Properties

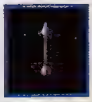
Enhancement Bonus +2
Regeneration +2
Damage Type: Slashing and Piercing

Damage	Cost
1d8	33434

Bolt

Weapon Type: Bolt

Properties



N/A

Damage	Cost
N/A	1

Bolt of Fire

Weapon Type: Bolt

Properties

Damage Bonus: Fire 1d6 Damage

Damage	Cost
N/A	2134

Bolt of Frostbite

Weapon Type: Bolt

Properties

Damage Bonus: Cold 1d4 Damage

Damage	Cost
N/A	834

Bolt of Lightning

Weapon Type: Bolt

Properties

Damage Bonus: Electrical 1d4 Damage

Damage	Cost
N/A	834

Bolt of Piercing

Weapon Type: Bolt

Properties

Damage Bonus: Piercing 1d6 Damage

Damage	Cost
N/A	2134

Bone Phoenix

Weapon Type: Morningstar

Properties

Damage Bonus: Fire 1d6 Damage
Enhancement Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d8	10594

Breath of the Maiden

Weapon Type: Shortsword

Properties

Enhancement Bonus +1
On Hit: Poison 1d2 Constitution Damage
Damage Type: Piercing

Damage	Cost
1d6	16840

Briarspike

Weapon Type: Spear

Properties

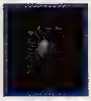
Damage Bonus: Acid 1d6 Damage
Enhancement Bonus +2
Damage Type: Piercing

Damage	Cost
1d8	21780

Bullet

Weapon Type: Bullet

Properties



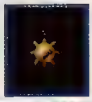
N/A

Damage	Cost
N/A	1

Bullet of Screaming

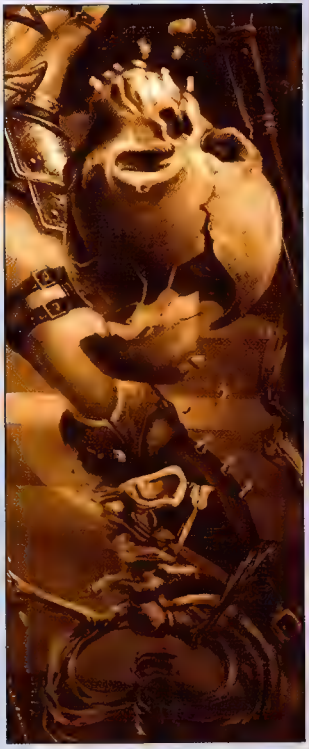
Weapon Type: Bullet

Properties



Damage Bonus: Sonic 1d4 Damage
On Hit: Silence 50% / 2 Rounds

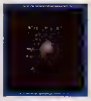
Damage	Cost
N/A	3828



Bullets of Smiting

Weapon Type: Bullet

Properties



Damage Bonus: Bludgeoning 1d6 Damage

Damage	Cost
N/A	2134

Charming Sling

Weapon Type: Sling

Properties

Ability Bonus: Charisma +2
Attack Bonus +3
Damage Type: Bludgeoning

Damage	Cost
1d4	29646

Circling Star

Weapon Type: Morningstar

Properties

Damage Bonus: Electrical 1d6 Damage
Enhancement Bonus +2
Skill Bonus: Animal Empathy +4
Damage Type: Bludgeoning

Damage	Cost
1d8	28592

Clangeddin's Wayward Axe

Weapon Type: Battleaxe

Properties

Damage Bonus: Electrical 4 Damage
Enhancement Bonus +3
Damage Type: Slashing

Damage	Cost
1d8	61070

Club

Weapon Type: Club

Properties

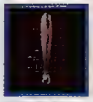
N/A
Damage Type: Bludgeoning

Damage	Cost
1d6	2

Club +1

Weapon Type: Club

Properties



Enhancement Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d6	1620

Club +2

Weapon Type: Club

Properties

Enhancement Bonus +2
Damage Type: Bludgeoning

Damage	Cost
1d6	7220

Club +3

Weapon Type: Club

Properties

Enhancement Bonus +3
Damage Type: Bludgeoning

Damage	Cost
1d6	16822

Club of Smiting

Weapon Type: Club

Properties

Enhancement Bonus +1
On Hit: Slay Racial Group Construct
Damge Type: Bludgeoning

Damage	Cost
1d6	30422

Cold Iron Blade

Weapon Type: Longsword

Properties

Damage Bonus: Cold 1d6 Damage
Enhancement Bonus +1
Saving Throw Bonus: Specific: Fortitude +1
Damage Type: Slashing and Piercing

Damage	Cost
1d8	16676

Courtesan Blade

Weapon Type: Dagger

Properties

Enhancement Bonus +2
Keen
On Hit: Stun 50% / 2 Rounds
Damage Type: Piercing

Damage	Cost
1d4	30424

Crossbow of Accuracy

Weapon Type: Heavy Crossbow

Properties

Attack Bonus +5
Damage Type: Piercing

Damage	Cost
1d10	12104

Crossbow of Affliction

Weapon Type: Light Crossbow

Properties

Attack Bonus +4
Massive Criticals 1d4 Damage
Mighty +3
Damage Type: Piercing

Damage	Cost
1d8	16456

Crossbow of Enchantment

Weapon Type: Heavy Crossbow

Properties

Attack Bonus +3
Cast Spell: Dominate Person (7) 5 Charges/Use
Damage Type: Piercing

Damage	Cost
1d10	23204

Crossbow of Murder

Weapon Type: Light Crossbow

Properties

Attack Bonus +5
Massive Criticals 2d6 Damage
Damage Type: Piercing

Damage	Cost
1d8	19134

Crossbow of the High Forest

Weapon Type: Light Crossbow

PROPERTIES

Attack Bonus +2
Freedom of Movement
Damage Type: Piercing

DAMAGE	COST
1d8	17474

Crossbow of the Unicorn

Weapon Type: Light Crossbow

PROPERTIES

Attack Bonus +4
Haste
Immunity: Miscellaneous: Mind-Affecting Spells
Damage Type: Piercing

DAMAGE	COST
1d8	88514

Cutting Star

Weapon Type: Kukri

PROPERTIES

Damage Bonus: Fire 1d6 Damage
Enhancement Bonus +2
On Hit: Blindness 25% / 3 Rounds
Damage Type: Slashing

DAMAGE	COST
1d4	46096

Dagger

Weapon Type: Dagger

PROPERTIES

N/A
Damage Type: Piercing

DAMAGE	COST
1d4	4

Dagger +1

Weapon Type: Dagger

PROPERTIES

Enhancement Bonus +1
Damage Type: Piercing

DAMAGE	COST
1d4	1622

Dagger +2

Weapon Type: Dagger

PROPERTIES

Enhancement Bonus +2
Damage Type: Piercing

DAMAGE	COST
1d4	7222

Dagger +3

Weapon Type: Dagger

PROPERTIES

Enhancement Bonus +3
Damage Type: Piercing

DAMAGE	COST
1d4	16824

Daraz Hammer

Weapon Type: Light Hammer

PROPERTIES

Damage Bonus: Sonic 1 Damage
Damage Bonus vs. Racial Type: Goblinoid 1d8 Damage Sonic
Enhancement Bonus +1
Damage Type: Bludgeoning

DAMAGE	COST
1d4	7316

Dart

Weapon Type: Dart

PROPERTIES

N/A
Damage Type: Piercing

DAMAGE	COST
1d4	0

Dart +1

Weapon Type: Dart

PROPERTIES

Attack Bonus +1
Damage Type: Piercing

DAMAGE	COST
1d4	100

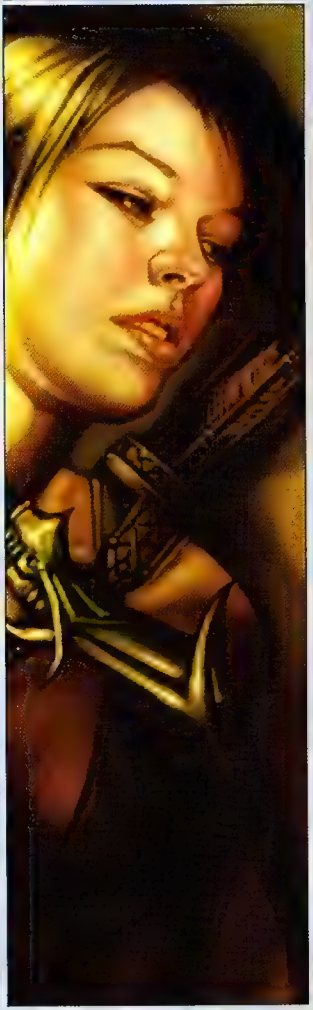
Dart +2

Weapon Type: Dart

PROPERTIES

Enhancement Bonus +2
Damage Type: Piercing

DAMAGE	COST
1d4	1804



Dart +3

Weapon Type: Dart

Properties

Enhancement Bonus +3
Damage Type: Piercing

Damage	Cost
1d4	4204

Dart of Accuracy

Weapon Type: Dart

Properties

Enhancement Bonus +5
Damage Type: Piercing

Damage	Cost
1d4	12004

Dart of Stunning

Weapon Type: Dart

Properties

Enhancement Bonus +1
On Hit: Stun 50% / 2 Rounds
Damage Type: Piercing

Damage	Cost
1d4	1804

Death Shroud Axe

Weapon Type: Double Axe

Properties

Enhancement Bonus +1
Massive Criticals 1d8 Damage
On Hit: Fear 25% / 3 Rounds
Damage Type: Slashing and Piercing

Damage	Cost
1d8	11460

Death's Handmaiden

Weapon Type: Scythe

Properties

Enhancement Bonus +4
Keen
Regeneration: Vampiric +3
Damage Type: Slashing and Piercing

Damage	Cost
2d4	80680

Deepstone Progeny

Weapon Type: Battleaxe

Properties

Enhancement Bonus +2
Immunity: Miscellaneous:
Immunity: Death Magic
Damage Type: Slashing

Damage	Cost
1d8	20498

Desert Wind +1

Weapon Type: Scimitar

Properties

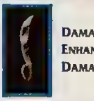
Damage Bonus: Fire 1d6 Damage
Enhancement Bonus +1
Damage Type: Slashing

Damage	Cost
1d6	10608

Desert Wind +2

Weapon Type: Scimitar

Properties



Damage Bonus: Fire 1d10 Damage
Enhancement Bonus +2
Damage Type: Slashing

Damage	Cost
1d6	40980

Dire Mace

Weapon Type: Dire Mace

Properties

N/A
Damage Type: Bludgeoning

Damage	Cost
1d8	80

Dire Mace +1

Weapon Type: Dire Mace

Properties

Enhancement Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d8	1698

Dire Mace +2

Weapon Type: Dire Mace

Properties

Enhancement Bonus +2
Damage Type: Bludgeoning

Damage	Cost
1d8	7298

Dire Mace +3

Weapon Type: Dire Mace

Properties

Enhancement Bonus +3
Damage Type: Bludgeoning

Damage	Cost
1d8	16900

Discord

Weapon Type: Bastard Sword

Properties

Enhancement Bonus +2
Immunity: Miscellaneous: Mind-Affecting Spells
On Hit: Confusion 50% / 2 Rounds
Damage Type: Slashing and Piercing

Damage	Cost
1d10	33688

Divine Fury

Weapon Type: Katana

Properties

Damage Bonus: Electrical 1d6 Damage
Enhancement Bonus +3
On Hit: Stun 50% / 2 Rounds
Damage Type: Slashing and Piercing

Damage	Cost
1d10	56260

Double Axe

Weapon Type: Double Axe

Properties

N/A
Damage Type: Slashing and Piercing

Damage	Cost
1d8	60

Double Axe +1

Weapon Type: Double Axe

PROPERTIES

Enhancement Bonus +1
Damage Type: Slashing and Piercing

DAMAGE	COST
1d8	1678

Double Axe +2

Weapon Type: Double Axe

PROPERTIES

Enhancement Bonus +2
Damage Type: Slashing and Piercing

DAMAGE	COST
1d8	7278

Double Axe +3

Weapon Type: Double Axe

PROPERTIES

Enhancement Bonus +3
Damage Type: Slashing and Piercing

DAMAGE	COST
1d8	16880

Dragon's Breath

Weapon Type: Halberd

PROPERTIES

Damage Bonus: Fire 1d6 Damage
Enhancement Bonus +4
On Hit: Stun 75% / 1 Round
Damage Type: Slashing and Piercing

DAMAGE	COST
1d10	79400

Dragon's Tail

Weapon Type: Shuriken

PROPERTIES

Damage Bonus: Fire 1d4 Damage
Enhancement Bonus +2
Damage Type: Piercing

DAMAGE	COST
1d1	3850

Dragonslayer

Weapon Type: Bastard Sword

PROPERTIES

Damage Bonus vs. Racial Type: Dragon 1d10 Damage Sonic
Enhancement Bonus +1
Enhancement Bonus vs. Racial Group: Dragon +5
Damage Type: Slashing and Piercing

DAMAGE	COST
1d10	20262

Drone +1

Weapon Type: Morningstar

PROPERTIES

Enhancement Bonus +1
On Hit: Slow 50% / 2 Rounds
Damage Type: Bludgeoning

DAMAGE	COST
1d8	7234

Drone +4

Weapon Type: Morningstar

PROPERTIES

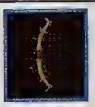
Damage Bonus: Sonic 1d6 Damage
Enhancement Bonus +4
On Hit: Slow 50% / 2 Rounds
Damage Type: Bludgeoning

DAMAGE	COST
1d8	79396

Eaglebow

Weapon Type: Shortbow

PROPERTIES



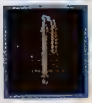
Attack Bonus +3
Skill Bonus: Search +2
Skill Bonus: Spot +2
Damage Type: Piercing

DAMAGE	COST
1d6	7508

Eberond's Flail

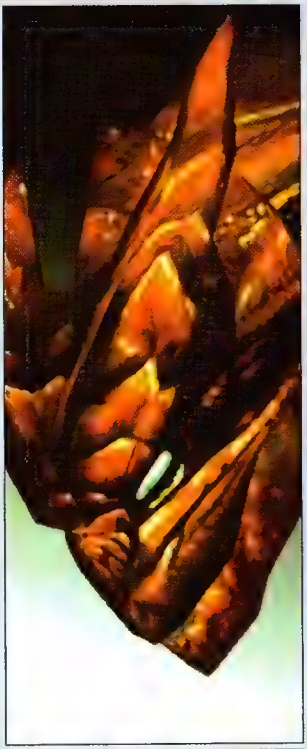
Weapon Type: Light Flail

PROPERTIES



Enhancement Bonus +2
Spell Resistance Bonus of 14 SR
Damage Type: Bludgeoning

DAMAGE	COST
1d8	21140



Ebon Dire Mace

Weapon Type: Dire Mace

PROPERTIES

Enhancement Bonus +1
On Hit: Ability Drain Strength
Damage Type: Bludgeoning

DAMAGE	COST
1d8	23200

Elven Court Bow

Weapon Type: Longbow

PROPERTIES

Attack Bonus +3
Mighty +3
Damage Type: Piercing

DAMAGE	COST
1d8	9610

Ember's Axe

Weapon Type: Handaxe

PROPERTIES

Enhancement Bonus +2
Enhancement Bonus vs. Racial Group: Outsider +4
Damage Type: Slashing

DAMAGE	COST
1d6	21332

Empty Fields

Weapon Type: Kama

PROPERTIES

Enhancement Bonus +1
On Hit: Doom 50% / 2 Rounds
Damage Type: Slashing

DAMAGE	COST
1d6	16824

Farel's Gold

Weapon Type: Bullet

PROPERTIES

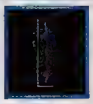
Damage Bonus: Acid 1d4 Damage
On Hit: Slow 50% / 2 Rounds

DAMAGE	COST
N/A	3828

Fey Spear +1

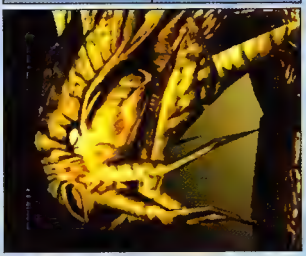
Weapon Type: Spear

PROPERTIES



Enhancement Bonus +1
On Hit: Daze 75% / 1 Round
Damage Type: Piercing

DAMAGE	COST
1d8	5446



Fey Spear +3

Weapon Type: Spear

PROPERTIES

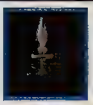
Damage Bonus: Electrical 1d6 Damage
Enhancement Bonus +3
On Hit: Sleep 50% / 2 Rounds
Damage Type: Piercing

DAMAGE	COST
1d8	79382

Feyduster +1

Weapon Type: Shortsword

PROPERTIES



Enhancement Bonus +1
On Hit: Daze 75% / 1 Round
Damage Type: Piercing

DAMAGE	COST
1d6	5464

Feyduster +2

Weapon Type: Shortsword

PROPERTIES

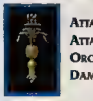
Enhancement Bonus +2
On Hit: Sleep 50% / 2 Rounds
Damage Type: Piercing

DAMAGE	COST
1d6	30440

Feywarden Crossbow

Weapon Type: Heavy Crossbow

PROPERTIES



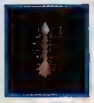
Attack Bonus +2
Attack Bonus vs. Racial Group: Orc +5
Damage Type: Piercing

DAMAGE	COST
1d10	5778

Fire Arrow

Weapon Type: Arrow

PROPERTIES



Damage Bonus: Fire 1d6 Damage

DAMAGE	COST
N/A	2134

Fire Axe

Weapon Type: Throwing Axe

PROPERTIES

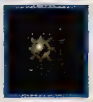
Damage Bonus: Fire 1d4 Damage
Enhancement Bonus +1
Mighty +2
Damage Type: Slashing

DAMAGE	COST
1d6	2531

Fire Bullet

Weapon Type: Bullet

PROPERTIES



Damage Bonus: Fire 1d6 Damage

DAMAGE	COST
N/A	2134

Fist of the Legion

Weapon Type: Mace

PROPERTIES

Enhancement Bonus +1
On Hit: Stun 50% / 2 Rounds
Damage Type: Bludgeoning

DAMAGE	COST
1d6	7228

Flail of Destruction

Weapon Type: Light Flail

PROPERTIES

Damage Bonus: Fire 1d6 Damage
Enhancement Bonus +2
Damage Type: Bludgeoning

DAMAGE	COST
1d8	21794

Flail of Jergal

Weapon Type: Heavy Flail

PROPERTIES

Damage Bonus vs. Alignment Group: Good 1d6 Damage Cold
Enhancement Bonus +3
Damage Type: Bludgeoning

DAMAGE	COST
1d10	24530

Flail of Stars

Weapon Type: Heavy Flail

PROPERTIES

Damage Bonus: Electrical 1d6 Damage
Enhancement Bonus +2
On Hit: Slow 75% / 1 Round
Damage Type: Bludgeoning

Damage	Cost
1d10	37010

Forge Fire

Weapon Type: Light Hammer

PROPERTIES

Damage Bonus: Fire 1d6 Damage
Enhancement Bonus +2
Damage Type: Bludgeoning

Damage	Cost
1d4	21780

Foundation +1

Weapon Type: Light Flail

PROPERTIES

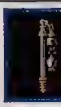
Enhancement Bonus +1
On Hit: Knock
Damage Type: Bludgeoning

Damage	Cost
1d8	7234

Foundation +4

Weapon Type: Light Flail

PROPERTIES



Enhancement Bonus +4
On Hit: Knock
Damage Type: Bludgeoning

Damage	Cost
1d8	48036

Gemsword

Weapon Type: Great Sword

PROPERTIES

Damage Bonus: Electrical 1d6 Damage
Enhancement Bonus +3
Damage Type: Slashing and Piercing

Damage	Cost
2d6	37080

Giant's Bane

Weapon Type: Bullet

PROPERTIES

Damage Bonus: Piercing 1d6 Damage
Damage Bonus vs. Racial Type: Giant 1d6 Damage
Bludgeoning

Damage	Cost
N/A	3148

Gladiator's Club +1

Weapon Type: Club

PROPERTIES

Enhancement Bonus +2
On Hit: Daze 75% / 1 Round
Damage Type: Bludgeoning

Damage	Cost
1d6	5446

Gladiator's Club +4

Weapon Type: Club

PROPERTIES

Enhancement Bonus +4
On Hit: Daze 75% / 1 Round
Damage Type: Bludgeoning

Damage	Cost
1d6	43246

Glorious Revolution

Weapon Type: Heavy Crossbow

PROPERTIES

Attack Bonus +2
Attack Bonus vs. Alignment Group: Evil +5
Spell Resistance Bonus of 10 SR
Damage Type: Piercing

Damage	Cost
1d10	25804

Golden Sickle +1

Weapon Type: Sickle

PROPERTIES

Bonus Spell Slot of Level: Druid Level 0
Enhancement Bonus +1
Skill Bonus: Animal Empathy +2
Damage Type: Slashing

Damage	Cost
1d6	3212

Golden Sickle +2

Weapon Type: Sickle

PROPERTIES

Bonus Spell Slot of Level: Druid Level 0
Bonus Spell Slot of Level: Druid Level 1
Enhancement Bonus +2
Skill Bonus: Animal Empathy +3
Damage Type: Slashing

Damage	Cost
1d6	15524

Graceblood Bow

Weapon Type: Heavy Crossbow

PROPERTIES

Attack Bonus +5
Haste
Damage Type: Piercing

Damage	Cost
1d10	70904

Grains of Sand

Weapon Type: Shuriken

PROPERTIES

On Hit: Sleep 50% / 2 Rounds
Damage Type: Piercing

Damage	Cost
1d3	2000

Greataxe

Weapon Type: Great Axe

PROPERTIES

N/A
Damage Type: Slashing

Damage	Cost
1d12	40

Greataxe +1

Weapon Type: Great Axe

PROPERTIES

Enhancement Bonus +1
Damage Type: Slashing

Damage	Cost
1d12	1658

Greataxe +2

Weapon Type: Great Axe

Properties

Enhancement Bonus +2
Damage Type: Slashing

Damage	Cost
1d12	7258

Greataxe +3

Weapon Type: Great Axe

Properties

Enhancement Bonus +3
Damage Type: Slashing

Damage	Cost
1d12	16860

Greatsword

Weapon Type: Great Sword

Properties

N/A
Damage Type: Slashing and Piercing

Damage	Cost
2d6	100

Greatsword +1

Weapon Type: Great Sword

Properties

Enhancement Bonus +1
Damage Type: Slashing and Piercing

Damage	Cost
2d6	1718

Greatsword +2

Weapon Type: Great Sword

Properties

Enhancement Bonus +2
Damage Type: Slashing and Piercing

Damage	Cost
2d6	7318

Greatsword +3

Weapon Type: Great Sword

Properties

Enhancement Bonus +3
Damage Type: Slashing and Piercing

Damage	Cost
2d6	16920

Gruumsh Hand

Weapon Type: Great Axe

Properties

Damage Bonus vs. Racial Type: Human 1d6 Damage Acid
Enhancement Bonus +2
Skill Bonus: Parry +3
Damage Type: Slashing

Damage	Cost
1d12	13146

Halberd

Weapon Type: Halberd

Properties

N/A
Damage Type: Slashing and Piercing

Damage	Cost
1d10	20

Halberd +1

Weapon Type: Halberd

Properties

Enhancement Bonus +1
Damage Type: Slashing and Piercing

Damage	Cost
1d10	1638

Halberd +2

Weapon Type: Halberd

Properties

Enhancement Bonus +2
Damage Type: Slashing and Piercing

Damage	Cost
1d10	7238

Halberd +3

Weapon Type: Halberd

Properties

Enhancement Bonus +3
Damage Type: Slashing and Piercing

Damage	Cost
1d10	16840

Hammer of Blasting

Weapon Type: Light Hammer

Properties

Damage Bonus: Electrical 1d6 Damage
Enhancement Bonus +3
On Hit: Knock
Damage Type: Bludgeoning

Damage	Cost
1d4	56182

Hammer of Justice

Weapon Type: Warhammer

Properties

Enhancement Bonus +1
Enhancement Bonus vs. Alignment Group: Chaotic +2
Damage Type: Bludgeoning

Damage	Cost
1d8	8346

Hammer of the Beast

Weapon Type: Light Hammer

Properties

Enhancement Bonus +2
On Hit: Slow 50% / 2 Rounds
Damage Type: Bludgeoning

Damage	Cost
1d4	16822

Hammer of the Wisp

Weapon Type: Warhammer

Properties

Enhancement Bonus +2
Light Normal (15m) Blue
On Hit: Fear 50% / 2 Rounds
Damage Type: Bludgeoning

Damage	Cost
1d8	21802

Hammer of Thunderbolts

Weapon Type: Warhammer

Properties

Damage Bonus: Electrical 1d6 Damage
Enhancement Bonus +5
On Hit: Stun 75% / 1 Round
Damage Type: Bludgeoning

Damage	Cost
1d8	106604

Handaxe

Weapon Type: Handaxe

Properties

n/a
Damage Type: Slashing

Damage	Cost
1d6	12

Handaxe +1

Weapon Type: Handaxe

Properties

Enhancement Bonus +1
Damage Type: Slashing

Damage	Cost
1d6	1630

Handaxe +2

Weapon Type: Handaxe

Properties

Enhancement Bonus +2
Damage Type: Slashing

Damage	Cost
1d6	7230

Handaxe +3

Weapon Type: Handaxe

Properties

Enhancement Bonus +3
Damage Type: Slashing

Damage	Cost
1d6	16832

Harbinger Kin +1

Weapon Type: Great Sword

Properties

Damage Bonus: Fire 2 Damage
Enhancement Bonus +1
Damage Type: Slashing and Piercing

Damage	Cost
2d6	6400

Harbinger Kin +3

Weapon Type: Great Sword

Properties

Damage Bonus: Fire 1d6 Damage
Enhancement Bonus +3
Damage Type: Slashing and Piercing

Damage	Cost
2d6	37080

Heartwood Spear

Weapon Type: Spear

Properties

Damage Bonus: Acid 1d6 Damage
Enhancement Bonus +4
On Hit: Daze 75% / 1 Round
Damage Type: Piercing

Damage	Cost
1d8	73206

Heavy Crossbow

Weapon Type: Heavy Crossbow

Properties

n/a
Damage Type: Piercing

Damage	Cost
1d10	100

Heavy Crossbow +1

Weapon Type: Heavy Crossbow

Properties

Attack Bonus +1
Damage Type: Piercing

Damage	Cost
1d10	504

Heavy Crossbow +2

Weapon Type: Heavy Crossbow

Properties

Attack Bonus +2
Damage Type: Piercing

Damage	Cost
1d10	1904

Heavy Crossbow +3

Weapon Type: Heavy Crossbow

Properties

Attack Bonus +3
Damage Type: Piercing

Damage	Cost
1d10	4304

Heavy Flail

Weapon Type: Heavy Flail

Properties

n/a
Damage Type: Bludgeoning

Damage	Cost
1d10	30

Heavy Flail +1

Weapon Type: Heavy Flail

Properties

Enhancement Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d10	1648

Heavy Flail +2

Weapon Type: Heavy Flail

Properties

Enhancement Bonus +2
Damage Type: Bludgeoning

Damage	Cost
1d10	7248

Heavy Flail +3

Weapon Type: Heavy Flail

Properties

Enhancement Bonus +3
Damage Type: Bludgeoning

Damage	Cost
1d10	16850

Heirs of Osiris

Weapon Type: Light Flail

Properties

Enhancement Bonus +1
Enhancement Bonus vs. Racial Group: Undead +4
Damage Type: Bludgeoning

Damage	Cost
1d8	10276

Hideo's Kama

Weapon Type: Kama

Properties

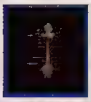
Enhancement Bonus +2
Skill Bonus: Parry +2
Damage Type: Slashing

Damage	Cost
1d6	9162

Ice Arrow

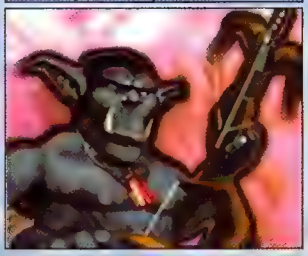
Weapon Type: Arrow

Properties



Damage Bonus: Cold 1d6 Damage

Damage	Cost
N/A	2134



Ice Bullet

Weapon Type: Bullet

Properties

Damage Bonus: Cold 1d6 Damage

Damage	Cost
N/A	2134

Ice Dart

Weapon Type: Dart

Properties

Damage Bonus: Cold 1d4 Damage
Enhancement Bonus +1
Damage Type: Piercing

Damage	Cost
1d4	1574

Ice Reaver +1

Weapon Type: Handaxe

Properties

Damage Bonus: Cold 1 Damage
Damage Resistance: Cold Resist 15 / -
Enhancement Bonus +1
Damage Type: Slashing

Damage	Cost
1d6	9042

Ice Reaver +3

Weapon Type: Handaxe

Properties

Damage Bonus: Cold 1 Damage
Damage Resistance: Cold Resist 15 / -
Enhancement Bonus +3
Damage Type: Slashing

Damage	Cost
1d6	34042

Ice Talon

Weapon Type: Dagger

Properties

Damage Bonus: Cold 1d6 Damage
Enhancement Bonus +2
Damage Type: Piercing

Damage	Cost
1d4	21782

Ichthia's Neck-Knife

Weapon Type: Shortsword

Properties

Enhancement Bonus +2
Regeneration: Vampiric +3
Damage Type: Piercing

Damage	Cost
1d6	22464

Imaskari Kama

Weapon Type: Kama

Properties

Damage Bonus: Acid 1d4 Damage
Enhancement Bonus +1
Skill Bonus: Discipline +1
Damage Type: Slashing

Damage	Cost
1d6	7186

Ironwood Mace +1

Weapon Type: Dire Mace

Properties

Base Item Weight Reduction 60% of Weight
Enhancement Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d8	2500

Ironwood Mace +3

Weapon Type: Dire Mace

Properties

Base Item Weight Reduction 60% of Weight
Enhancement Bonus +3
Damage Type: Bludgeoning

Damage	Cost
1d8	19300

Kaga-To

Weapon Type: Katana

Properties

Enhancement Bonus +1
On Hit: Daze 50% / 2 Rounds
Damage Type: Slashing and Piercing

Damage	Cost
1d10	5524

Kama

Weapon Type: Kama

Properties

N/A
Damage Type: Slashing

Damage	Cost
1d6	4

Kama +1

Weapon Type: Kama

Properties

Enhancement Bonus +1
Damage Type: Slashing

Damage	Cost
1d6	1622

Kama +2

Weapon Type: Kama

Properties

Enhancement Bonus +2
Damage Type: Slashing

Damage	Cost
1d6	7222

Kama +3

Weapon Type: Kama

Properties

Enhancement Bonus +3
Damage Type: Slashing

Damage	Cost
1d6	16824

Katana

Weapon Type: Katana

Properties

N/A
Damage Type: Slashing and Piercing

Damage	Cost
1d10	80

Katana +1

Weapon Type: Katana

Properties

Enhancement Bonus +1
Damage Type: Slashing and Piercing

Damage	Cost
1d10	1698

Katana +2

Weapon Type: Katana

Properties

Enhancement Bonus +2
Damage Type: Slashing and Piercing

Damage	Cost
1d10	7298

Katana +3

Weapon Type: Katana

Properties

Enhancement Bonus +3
Damage Type: Slashing and Piercing

Damage	Cost
1d10	16900

King's Scythe

Weapon Type: Scythe

Properties

Enhancement Bonus +2
Keen
On Hit: Slow 50% / 2 Rounds
Damage Type: Slashing and Piercing

Damage	Cost
2d4	30456

Kintharsta

Weapon Type: Heavy Flail

Properties

Enhancement Bonus +2
On Hit: Blindness 50% / 2 Rounds
Damage Type: Bludgeoning

Damage	Cost
1d10	23150

Kiss of Sune

Weapon Type: Mace

Properties

Enhancement Bonus +1
On Hit: Hold 50% / 2 Rounds
Damage Type: Bludgeoning

Damage	Cost
1d6	16830

Krotan's Skullcrusher

Weapon Type: Dire Mace

Properties

Damage Bonus vs. Racial Type: Goblinoid 1d6 Damage Cold
Damage Bonus vs. Racial Type: Half-Orc 1d6 Damage Cold
Damage Bonus vs. Racial Type: Orc 1d6 Damage Cold
Enhancement Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d8	6558

Kukri

Weapon Type: Kukri

Properties

N/A
Damage Type: Slashing

Damage	Cost
1d4	16

Kukri +1

Weapon Type: Kukri

Properties

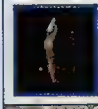
Enhancement Bonus +1
Damage Type: Slashing

Damage	Cost
1d4	1634

Kukri +2

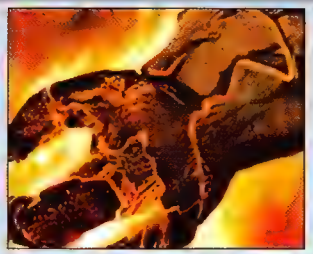
Weapon Type: Kukri

Properties



Enhancement Bonus +2
Damage Type: Slashing

Damage	Cost
1d4	7234



Kukri +3

Weapon Type: Kukri

Properties

Enhancement Bonus +3
Damage Type: Slashing

Damage	Cost
1d4	16836

Ladymist Talon

Weapon Type: Kukri

Properties

Cast Spell: Stinking Cloud (5) 5 Charges/Use
Enhancement Bonus +1
Immunity: Specific Spell Cone of Cold
Damage Type: Slashing

Damage	Cost
1d4	26960

Laughing Blade

Weapon Type: Scimitar

Properties

Damage Bonus: Cold 1 Damage
Enhancement Bonus +2
On Hit: Confusion 50% / 2 Rounds
Damage Type: Slashing

Damage	Cost
1d6	23490

Lawgiver

Weapon Type: Bastard Sword

Properties

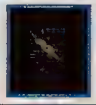
Enhancement Bonus +1
Enhancement Bonus vs. Alignment Group: Chaotic +3
Damage Type: Slashing and Piercing

Damage	Cost
1d10	14008

Leech

Weapon Type: Dagger

Properties



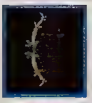
Enhancement Bonus +5
Regeneration: Vampiric +3
Damage Type: Piercing

Damage	Cost
1d4	80648

Lesser Oathbow

Weapon Type: Shortbow

Properties



Attack Bonus +3
Massive Criticals 1d4 Damage
Mighty +3
Damage Type: Piercing

Damage	Cost
1d6	11222

Light Crossbow

Weapon Type: Light Crossbow

Properties

N/A
Damage Type: Piercing

Damage	Cost
1d8	70

Light Crossbow +1

Weapon Type: Light Crossbow

Properties

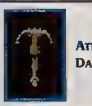
Attack Bonus +1
Damage Type: Piercing

Damage	Cost
1d8	474

Light Crossbow +2

Weapon Type: Light Crossbow

Properties



Attack Bonus +2
Damage Type: Piercing

Damage	Cost
1d8	1874

Light Crossbow +3

Weapon Type: Light Crossbow

Properties

Attack Bonus +3
Damage Type: Piercing

Damage	Cost
1d8	4274

Light Flail

Weapon Type: Light Flail

Properties

N/A
Damage Type: Bludgeoning

Damage	Cost
1d8	16

Light Flail +1

Weapon Type: Light Flail

Properties

Enhancement Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d8	1634

Light Flail +2

Weapon Type: Light Flail

Properties

Enhancement Bonus +2
Damage Type: Bludgeoning

Damage	Cost
1d8	7234

Light Flail +3

Weapon Type: Light Flail

Properties

Enhancement Bonus +3
Damage Type: Bludgeoning

Damage	Cost
1d8	16836

Light Hammer

Weapon Type: Light Hammer

Properties

N/A
Damage Type: Bludgeoning

Damage	Cost
1d4	2

Light Hammer +1

Weapon Type: Light Hammer

Properties

Enhancement Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d4	1620

Light Hammer +2

Weapon Type: Light Hammer

Properties

Enhancement Bonus +2
Damage Type: Bludgeoning

Damage	Cost
1d4	7220

Light Hammer +3

Weapon Type: Light Hammer

Properties

Enhancement Bonus +3
Damage Type: Bludgeoning

Damage	Cost
1d4	16822

Lightning Arrow

Weapon Type: Arrow

Properties

Damage Bonus: Electrical 1d6 Damage

Damage	Cost
N/A	2134

Lightning Bullet

Weapon Type: Bullet

Properties

Damage Bonus: Electrical 1d6 Damage

Damage	Cost
N/A	2134

Lilting Note

Weapon Type: Shortbow

Properties

Attack Bonus +3
Mighty +3
Skill Bonus: Perform +8
Damage Type: Piercing

Damage	Cost
1d6	19716

Longarm

Weapon Type: Longbow

Properties

Ability Bonus: Strength +2
Attack Bonus +2
Extra Ranged Damage Type: Bludgeoning
Damage Type: Piercing

Damage	Cost
1d8	29794

Longbow

Weapon Type: Longbow

Properties

N/A
Damage Type: Piercing

Damage	Cost
1d8	150

Longbow +1

Weapon Type: Longbow

Properties

Attack Bonus +1
Damage Type: Piercing

Damage	Cost
1d8	554

Longbow +2

Weapon Type: Longbow

Properties

Attack Bonus +2
Damage Type: Piercing

Damage	Cost
1d8	1954

Longbow +3

Weapon Type: Longbow

Properties

Attack Bonus +3
Damage Type: Piercing

Damage	Cost
1d8	4354

Longsword

Weapon Type: Longsword

Properties

N/A
Damage Type: Slashing and Piercing

Damage	Cost
1d8	30

Longsword +1

Weapon Type: Longsword

Properties

Enhancement Bonus +1
Damage Type: Slashing and Piercing

Damage	Cost
1d8	1648

Longsword +2

Weapon Type: Longsword

Properties

Enhancement Bonus +2
Damage Type: Slashing and Piercing

Damage	Cost
1d8	7248

Longsword +3

Weapon Type: Longsword

Properties

Enhancement Bonus +3
Damage Type: Slashing and Piercing

Damage	Cost
1d8	16850

Mace

Weapon Type: Mace

Properties

N/A
Damage Type: Bludgeoning

Damage	Cost
1d6	10

Mace +1

Weapon Type: Mace

Properties

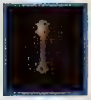
Enhancement Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d6	1628

Mace +2

Weapon Type: Mace

Properties



Enhancement Bonus +2
Damage Type: Bludgeoning

Damage	Cost
1d6	7228

Mace +3

Weapon Type: Mace

Properties

Enhancement Bonus +3
Damage Type: Bludgeoning

Damage	Cost
1d6	16830

Mace of Disruption +2

Weapon Type: Mace

Properties

Enhancement Bonus +1
Enhancement Bonus vs. Racial Group: Undead +2
Damage Type: Bludgeoning

Damage	Cost
1d6	4908

Mace of Disruption +5

Weapon Type: Mace

Properties

Damage Bonus vs. Racial Type: Undead 1d8 Damage Fire
Enhancement Bonus +1
Enhancement Bonus vs. Racial Group: Undead +5
Damage Type: Bludgeoning

Damage	Cost
1d6	19260

Many Talons

Weapon Type: Shuriken

Properties

Damage Bonus vs. Alignment Group: Good 1d4 Damage Acid
Enhancement Bonus +1
Regeneration: Vampiric +1
Damage Type: Piercing

Damage	Cost
1d3	1487

Master Li's Way

Weapon Type: Katana

Properties

Damage Bonus: Acid 1d4 Damage
Enhancement Bonus +2
Keen
Damage Type: Slashing and Piercing

Damage	Cost
1d10	28580

Mercykiller Blade

Weapon Type: Rapier

Properties

Damage Bonus vs. Alignment Group: Evil 1d6 Damage Fire
Enhancement Bonus +2
Damage Type: Piercing

Damage	Cost
1d6	12540

Messenger Blade

Weapon Type: Kukri

Properties

Enhancement Bonus +1
Immunity: Miscellaneous: Sneak Attack
Keen
Damage Type: Slashing

Damage	Cost
1d4	16836

Mild Poison Arrow

Weapon Type: Arrow

Properties

On Hit: Poison 1d2 Constitution Damage

Damage	Cost
N/A	4357

Mild Poison Bolt

Weapon Type: Bolt

Properties

On Hit: Poison 1d2 Constitution Damage

Damage	Cost
N/A	4357

Mordan's Withering Blade

Weapon Type: Battleaxe

Properties

Enhancement Bonus +3
On Hit: Wounding
Damage Type: Slashing

Damage	Cost
1d8	48040

Morningstar

Weapon Type: Morningstar

Properties

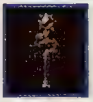
N/A
Damage Type: Bludgeoning

Damage	Cost
1d8	16

Morningstar +1

Weapon Type: Morningstar

Properties



Enhancement Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d8	1634

Morningstar +2

Weapon Type: Morningstar

Properties

Enhancement Bonus +2
Damage Type: Bludgeoning

Damage	Cost
1d8	7234

Morningstar +3

Weapon Type: Morningstar

Properties

Enhancement Bonus +3
Damage Type: Bludgeoning

Damage	Cost
1d8	16836

Namarra (Neversleep) +1

Weapon Type: Rapier

Properties

Enhancement Bonus +1
On Hit: Daze 75% / 1 Round
Damage Type: Piercing

Damage	Cost
1d6	5484

Namarra (Neversleep) +2

Weapon Type: Rapier

Properties

Enhancement Bonus +2
On Hit: Sleep 50% / 2 Rounds
Damage Type: Piercing

Damage	Cost
1d6	30460

Nameless Light

Weapon Type: Bastard Sword

Properties

Damage Bonus vs. Alignment Group: Evil 1d6 Damage Electrical
Enhancement Bonus +2
Enhancement Bonus vs. Alignment Group: Evil +5
Damage Type: Slashing and Piercing

Damage	Cost
1d10	59256

Nature's Scythe

Weapon Type: Scythe

Properties

Enhancement Bonus +1
Enhancement Bonus vs. Racial Group: Human +4
Damage Type: Slashing and Piercing

Damage	Cost
2d4	10296

Negastaff

Weapon Type: Quarterstaff

Properties

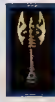
Enhancement Bonus +1
On Hit: Blindness 25% / 3 Rounds
Damage Type: Bludgeoning

Damage	Cost
1d6	11522

Netherese Axe

Weapon Type: Great Axe

Properties



Enhancement Bonus +1
Skill Bonus: Listen +3
Skill Bonus: Lore +3
Spell Resistance Bonus of 10 SR
Damage Type: Slashing

Damage	Cost
1d12	10574

Neverwinter Kukri

Weapon Type: Kukri

Properties

Enhancement Bonus +2
Saving Throw Bonus: Specific: Fortitude +1
Damage Type: Slashing

Damage	Cost
1d4	12366

North Wind Bow

Weapon Type: Longbow

PROPERTIES

Attack Bonus +3
Damage Resistance: Cold Resist 20 / -
Mighty +3
Damage Type: Piercing

DAMAGE	COST
1d8	19060

Offhand Axe

Weapon Type: Handaxe

PROPERTIES

Bonus Feat: Two-Weapon Fighting
Damage Bonus: Sonic 1d6 Damage
Enhancement Bonus +3
Damage Type: Slashing

DAMAGE	COST
1d6	67292

One of Many

Weapon Type: Morningstar

PROPERTIES

Enhancement Bonus +1
Immunity: Miscellaneous: Sneak Attack
Damage Type: Bludgeoning

DAMAGE	COST
1d8	7234

Paralytic Bolt

Weapon Type: Bolt

PROPERTIES

On Hit: Stun 50% / 2 Rounds

DAMAGE	COST
N/A	1090

Peasant Dynasty

Weapon Type: Kama

PROPERTIES

Damage Resistance: Acid Resist 5 / -
Damage Resistance: Cold Resist 5 / -
Damage Resistance: Electrical Resist 5 / -
Damage Resistance: Fire Resist 5 / -
Enhancement Bonus +1
Damage Type: Slashing

DAMAGE	COST
1d6	9464

Petty's Tempest

Weapon Type: Mace

PROPERTIES

Damage Bonus: Electrical 1d6 Damage
Enhancement Bonus +2
On Hit: Slow 50% / 2 Rounds
Damage Type: Bludgeoning

DAMAGE	COST
1d6	36990

Phantom Bow

Weapon Type: Shortbow

PROPERTIES

Attack Bonus +3
Cast Spell: Phantasmal Killer (7) 1 Use/Day
Haste
Mighty +3
Damage Type: Piercing

DAMAGE	COST
1d6	89670

Piercing Arrow

Weapon Type: Arrow

PROPERTIES

Damage Bonus: Piercing 1d6 Damage

DAMAGE	COST
N/A	2134

Pixie Lance

Weapon Type: Dagger

PROPERTIES

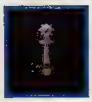
Enhancement Bonus +2
On Hit: Sleep 50% / 2 Rounds
Damage Type: Piercing

DAMAGE	COST
1d4	30424

Planar Mace

Weapon Type: Mace

PROPERTIES



Enhancement Bonus +2
Enhancement Bonus vs. Racial Group: Outsider +4
Damage Type: Bludgeoning

DAMAGE	COST
1d6	21330

Poison Arrow

Weapon Type: Arrow

PROPERTIES

On Hit: Poison 1d2 Constitution Damage
On Hit: Poison 1d2 Strength Damage

DAMAGE	COST
N/A	17425

Poison Bolt

Weapon Type: Bolt

PROPERTIES

On Hit: Poison 1d2 Constitution Damage
On Hit: Poison 1d2 Strength Damage

DAMAGE	COST
N/A	17425

Quarterstaff

Weapon Type: Quarterstaff

PROPERTIES

N/A
Damage Type: Bludgeoning

DAMAGE	COST
1d6	2

Quarterstaff +1

Weapon Type: Quarterstaff

PROPERTIES

Enhancement Bonus +1
Damage Type: Bludgeoning

DAMAGE	COST
1d6	1620

Quarterstaff +2

Weapon Type: Quarterstaff

PROPERTIES

Enhancement Bonus +2
Damage Type: Bludgeoning

DAMAGE	COST
1d6	7220

Quarterstaff +3

Weapon Type: Quarterstaff

PROPERTIES

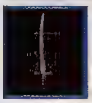
Enhancement Bonus +3
Damage Type: Bludgeoning

DAMAGE	COST
1d6	16822

Rapier

Weapon Type: Rapier

PROPERTIES



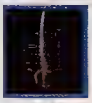
N/A
Damage Type: Piercing

DAMAGE	COST
1d6	40

Rapier +1

Weapon Type: Rapier

PROPERTIES



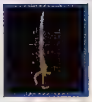
Enhancement Bonus +1
Damage Type: Piercing

DAMAGE	COST
1d6	1658

Rapier +2

Weapon Type: Rapier

PROPERTIES



Enhancement Bonus +2
Damage Type: Piercing

DAMAGE	COST
1d6	7258

Rapier +3

Weapon Type: Rapier

PROPERTIES

Enhancement Bonus +3
Damage Type: Piercing

DAMAGE	COST
1d6	16860

Rapier of the High Road

Weapon Type: Rapier

PROPERTIES

Damage Bonus: Acid 1d6 Damage
Enhancement Bonus +1
Keen
Damage Type: Piercing

DAMAGE	COST
1d6	21818

Ravager +1

Weapon Type: Halberd

PROPERTIES

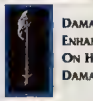
Damage Bonus: Sonic 1d6 Damage
Enhancement Bonus +1
Damage Type: Slashing and Piercing

DAMAGE	COST
1d10	10598

Ravager +4

Weapon Type: Halberd

PROPERTIES



Damage Bonus: Sonic 1d6 Damage
Enhancement Bonus +4
On Hit: Daze 50% / 2 Rounds
Damage Type: Slashing and Piercing

DAMAGE	COST
1d10	73224

Reaver +1

Weapon Type: Heavy Flail

PROPERTIES

Damage Bonus: Cold 1d6 Damage
Enhancement Bonus +1
Damage Type: Bludgeoning

DAMAGE	COST
1d10	10608

Reaver +2

Weapon Type: Heavy Flail

PROPERTIES

Damage Bonus: Cold 1d10 Damage
Enhancement Bonus +2
Damage Type: Bludgeoning

DAMAGE	COST
1d10	40980

Red Tiger Double Axe

Weapon Type: Double Axe

PROPERTIES

Bonus Feat: Dodge
Enhancement Bonus +1
Immunity: Miscellaneous: Sneak Attack
Damage Type: Slashing and Piercing

DAMAGE	COST
1d8	16880

Re's Redemption

Weapon Type: Great Axe

PROPERTIES

Damage Bonus vs. Alignment Group: Evil 1d6 Damage Electrical
Enhancement Bonus +2
Enhancement Bonus vs. Racial Group: Orc +4
Damage Type: Slashing

DAMAGE	COST
1d12	29916

Rift Hammer

Weapon Type: Warhammer

PROPERTIES

Damage Bonus: Sonic 1d6 Damage
Enhancement Bonus +1
Damage Type: Bludgeoning

DAMAGE	COST
1d8	10602

Rifthome Axe

Weapon Type: Throwing Axe

PROPERTIES

Enhancement Bonus +3
Mighty +3
Damage Type: Slashing

DAMAGE	COST
1d6	6570

Ripper

Weapon Type: Longbow

PROPERTIES

Attack Bonus +4
Immunity: Miscellaneous: Mind-Affecting Spells
Mighty +4
Damage Type: Piercing

DAMAGE	COST
1d8	34180

Rod of Beguiling

Weapon Type: Magic Rod

PROPERTIES

Cast Spell: Charm Person (2) 1 Charge/Use
Cast Spell: Dominate Person (7) 2 Charges/Use

DAMAGE	COST
N/A	16126

Rod of Frost

Weapon Type: Magic Rod

PROPERTIES

Cast Spell: Ray of Frost (1)
Unlimited Uses/Day
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

DAMAGE	COST
N/A	301

Rod of Resurrection

Weapon Type: Magic Rod

PROPERTIES

Cast Spell: Resurrection (13) 5 Charges/Use

DAMAGE	COST
N/A	30713

Rod of Reversal

Weapon Type: Magic Rod

PROPERTIES

Cast Spell: Dispel Magic (5) 3 Charges/Use
Cast Spell: Greater Dispelling (7) 5 Charges/Use

DAMAGE	COST
N/A	17297

Rod of Terror

Weapon Type: Magic Rod

PROPERTIES

Cast Spell: Fear (5) 3 Charges/Use
Cast Spell: Scare (2) 1 Charge/Use

DAMAGE	COST
N/A	8438

Rod of the Ghost

Weapon Type: Magic Rod

PROPERTIES

Cast Spell: Ghostly Visage (3) 1 Use/Day

DAMAGE	COST
N/A	2701

Ruby Crossbow

Weapon Type: Light Crossbow

PROPERTIES

Attack Bonus +3
Cast Spell: Scare (2) 1 Use/Day
Damage Type: Piercing

DAMAGE	COST
1d8	6074

Rune Hammer +1

Weapon Type: Warhammer

PROPERTIES

Enhancement Bonus +1
Spell Resistance 10
Damage Type: Bludgeoning

DAMAGE	COST
1d8	4984

Rune Hammer +2

Weapon Type: Warhammer

PROPERTIES

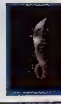
Enhancement Bonus +2
Spell Resistance Bonus of 18 SR
Damage Type: Bludgeoning

DAMAGE	COST
1d8	37520

Scimitar

Weapon Type: Scimitar

PROPERTIES



N/A
Damage Type: Slashing

DAMAGE	COST
1d6	30

Scimitar +1

Weapon Type: Scimitar

PROPERTIES

Enhancement Bonus +1
Damage Type: Slashing

DAMAGE	COST
1d6	1648

Scimitar +2

Weapon Type: Scimitar

PROPERTIES

Enhancement Bonus +2
Damage Type: Slashing

DAMAGE	COST
1d6	7248

Scimitar +3

Weapon Type: Scimitar

PROPERTIES

Enhancement Bonus +3
Damage Type: Slashing

DAMAGE	COST
1d6	16850

Scimitar of Speed

Weapon Type: Scimitar

PROPERTIES

Enhancement Bonus +2
Damage Bonus: Sonic 1d6 Damage
Haste
Damage Type: Slashing

DAMAGE	COST
1d6	67310

Scythe

Weapon Type: Scythe

PROPERTIES

N/A
Damage Type: Slashing and Piercing

DAMAGE	COST
2d4	36

Scythe +1

Weapon Type: Scythe

PROPERTIES

Enhancement Bonus +1
Damage Type: Slashing and Piercing

DAMAGE	COST
2d4	1654

Scythe +2

Weapon Type: Scythe

PROPERTIES

Enhancement Bonus +2
Damage Type: Slashing and Piercing

DAMAGE	COST
2d4	7254

Scythe +3

Weapon Type: Scythe

PROPERTIES

Enhancement Bonus +3
Damage Type: Slashing and Piercing

DAMAGE	COST
2d4	16856

Sea Reaver +1

Weapon Type: Scythe

PROPERTIES

Enhancement Bonus +1
Cast Spell: Resist Elements (3) 3 Charges/Use
Damage Type: Slashing and Piercing

DAMAGE	COST
2d4	7504

Sea Reaver +2

Weapon Type: Scythe

PROPERTIES

Enhancement Bonus +2
Cast Spell: Resist Elements (3) 1 Charge/Use
Damage Bonus vs. Racial Type: Elemental 1d6 Damage Sonic
Damage Type: Slashing and Piercing

DAMAGE	COST
2d4	18716

Sentinel +1

Weapon Type: Battleaxe

PROPERTIES

Enhancement Bonus +1
Light Low (10m) White
Skill Bonus: Listen +2
Skill Bonus: Spot +2
Damage Type: Slashing

DAMAGE	COST
1d8	5664

Sentinel +2

Weapon Type: Battleaxe

PROPERTIES

Enhancement Bonus +2
Light Low (10m) White
True Seeing
Damage Type: Slashing

DAMAGE	COST
1d8	54098

Sharpshadow Blade

Weapon Type: Kukri

PROPERTIES

Enhancement Bonus +1
Skill Bonus: Hide +2
Skill Bonus: Move Silently +2
Damage Type: Slashing

DAMAGE	COST
1d4	3824

Shimmering Blade

Weapon Type: Scimitar

PROPERTIES

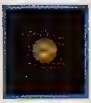
Enhancement Bonus +2
Skill Bonus: Parry +5
Damage Type: Slashing

DAMAGE	COST
1d6	12530

Shining Light

Weapon Type: Shuriken

PROPERTIES



Enhancement Bonus +2
On Hit: Daze 50% / 2 Rounds
Damage Type: Piercing

DAMAGE	COST
1d3	3511

Shining Light of Lathander

Weapon Type: Great Sword

PROPERTIES

Cast Spell: Searing Light (5) 1 Use/Day
Enhancement Bonus +2
Light Normal (15m) Orange
Damage Type: Slashing and Piercing

DAMAGE	COST
2d6	24178

Shortbow

Weapon Type: Shortbow

Properties

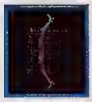
N/A
Damage Type: Piercing

Damage	Cost
1d6	60

Shortbow +1

Weapon Type: Shortbow

Properties



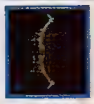
Attack Bonus +1
Damage Type: Piercing

Damage	Cost
1d6	464

Shortbow +2

Weapon Type: Shortbow

Properties



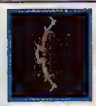
Attack Bonus +2
Damage Type: Piercing

Damage	Cost
1d6	1864

Shortbow +3

Weapon Type:

Properties



Attack Bonus +3
Damage Type: Piercing

Damage	Cost
1d6	4264

Shortsword

Weapon Type: Shortsword

Properties

N/A
Damage Type: Piercing

Damage	Cost
1d6	20

Shortsword +1

Weapon Type: Shortsword

Properties

Enhancement Bonus +1
Damage Type: Piercing

Damage	Cost
1d6	1638

Shortsword +2

Weapon Type: Shortsword

Properties

Enhancement Bonus +2
Damage Type: Piercing

Damage	Cost
1d6	7238

Shortsword +3

Weapon Type: Shortsword

Properties

Enhancement Bonus +3
Damage Type: Piercing

Damage	Cost
1d6	16840

Shortsword of Quickness

Weapon Type: Shortsword

Properties

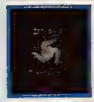
Enhancement Bonus +1
Damage Bonus: Electrical 1d6 Damage
Haste
Damage Type: Piercing

Damage	Cost
1d6	67300

Shuriken

Weapon Type: Shuriken

Properties



N/A
Damage Type: Piercing

Damage	Cost
1d3	0

Shuriken +1

Weapon Type: Shuriken

Properties

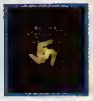
Enhancement Bonus +1
Damage Type: Piercing

Damage	Cost
1d3	404

Shuriken +2

Weapon Type: Shuriken

Properties



Enhancement Bonus +2
Damage Type: Piercing

Damage	Cost
1d3	1804

Shuriken +3

Weapon Type: Shuriken

Properties

Enhancement Bonus +3
Damage Type: Piercing

Damage	Cost
1d3	4205

Sickle

Weapon Type: Sickle

Properties

N/A
Damage Type: Slashing

Damage	Cost
1d6	12

Sickle +1

Weapon Type: Sickle

Properties

Enhancement Bonus +1
Damage Type: Slashing

Damage	Cost
1d6	1630

Sickle +2

Weapon Type: Sickle

Properties

Enhancement Bonus +2
Damage Type: Slashing

Damage	Cost
1d6	7230

Sickle +3

Weapon Type: Sickle

Properties

Enhancement Bonus +3
Damage Type: Slashing

Damage	Cost
1d6	16832

Sickle of Holy Mourning

Weapon Type: Sickle

Properties

Enhancement Bonus +2
Bonus Feat: Extra Turning
Enhancement Bonus vs. Racial Group: Undead +5
Damage Type: Slashing

Damage	Cost
1d6	47348

Silvermane's Axe

Weapon Type: Battleaxe

Properties

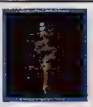
Cast Spell: Raise Dead (9) Single Use
Enhancement Bonus +1
Keen
Regeneration +1
Damage Type: Slashing

Damage	Cost
1d8	26252

Sleepwalker Kin

Weapon Type: Morningstar

Properties



Enhancement Bonus +2
On Hit: Sleep 50% / 2 Rounds
Damage Type: Bludgeoning

Damage	Cost
1d8	30436

Sling

Weapon Type: Sling

Properties

N/A
Damage Type: Bludgeoning

Damage	Cost
1d4	2

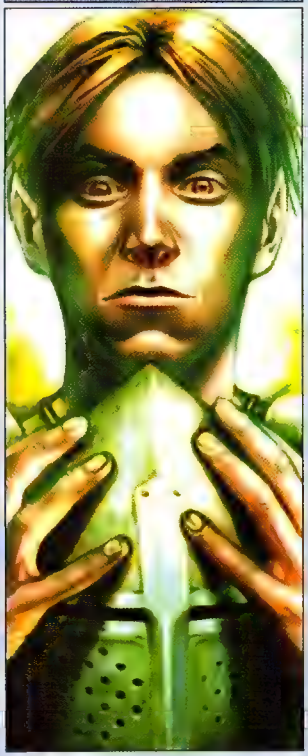
Sling +1

Weapon Type: Sling

Properties

Attack Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d4	406



Sling +2

Weapon Type: Sling

Properties

Attack Bonus +2
Damage Type: Bludgeoning

Damage	Cost
1d4	1806

Sling +3

Weapon Type: Sling

Properties

Attack Bonus +3
Damage Type: Bludgeoning

Damage	Cost
1d4	4206

Sling of Arvoreen

Weapon Type: Sling

Properties

Attack Bonus (+5)
Freedom of Movement
Mighty (+5)
Damage Type: Bludgeoning

Damage	Cost
1d4	64412

Sling of Force

Weapon Type: Sling

Properties

Ability Bonus: Strength +2
Attack Bonus +3
Mighty +3
Damage Type: Bludgeoning

Damage	Cost
1d4	41862

Sling of Seeking

Weapon Type: Sling

Properties

Attack Bonus +5
Damage Type: Bludgeoning

Damage	Cost
1d4	12006

Soldier's Might

Weapon Type: Mace

Properties

Damage Bonus: Cold 1d6 Damage
Enhancement Bonus +2
Immunity: Miscellaneous: Mind-Affecting Spells
Damage Type: Bludgeoning

Damage	Cost
1d6	40510

Soulrazor Minion

Weapon Type: Longsword

Properties

Damage Bonus vs. Alignment Group: Good 1d6 Damage Acid
Enhancement Bonus +3
Regeneration: Vampiric +2
Damage Type: Slashing and Piercing

Damage	Cost
1d8	39634

Spear

Weapon Type: Spear

Properties

N/A
Damage Type: Piercing

Damage	Cost
1d8	2

Spear +1

Weapon Type: Shortspear

Properties

Enhancement Bonus +1

Damage	Cost
	1620

Spear +2

Weapon Type: Spear

Properties

Enhancement Bonus +2
Damage Type: Piercing

Damage	Cost
1d8	7220

Spear +3

Weapon Type: Spear

Properties

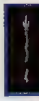
Enhancement Bonus +3
Damage Type: Piercing

Damage	Cost
1d8	16822

Spear of Withering

Weapon Type: Spear

Properties



Enhancement Bonus +1
On Hit: Ability Drain Constitution
Damage Type: Piercing

Damage	Cost
1d8	23122

Staff of Ascension

Weapon Type: Quarterstaff

Properties

AC Bonus +1
Bonus Spell Slot of Level: Druid Level 0
Bonus Spell Slot of Level: Druid Level 1
Bonus Spell Slot of Level: Druid Level 2
Bonus Spell Slot of Level: Druid Level 3
Cast Spell: Entangle (2) 3 Uses/Day
Enhancement Bonus +1
Regeneration +1
Use Limitation: Class: Druid
Damage Type: Bludgeoning

Damage	Cost
1d6	48956

Staff of Command

Weapon Type: Magic Staff

Properties

Cast Spell: Charm Monster (5) 3 Charges/Use
Cast Spell: Charm Person (2) 1 Charge/Use
Cast Spell: Dominate Person (7) 5 Charges/Use
Immunity: Miscellaneous: Mind-Affecting Spells
Damage Type: Bludgeoning

Damage	Cost
1d6	16625

Staff of Curing

Weapon Type: Quarterstaff

Properties

Cast Spell: Cure Serious Wounds (5) 2 Charges/Use
Skill Bonus: Heal +5
Damage Type: Bludgeoning

Damage	Cost
1d6	4470

Staff of Defense

Weapon Type: Magic Staff

Properties

AC Bonus +2
Cast Spell: Ghostly Visage (3) 2 Charges/Use
Cast Spell: Mage Armor (2) 1 Charge/Use
Cast Spell: Protection from Alignment (5) 3 Charges/Use
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard
Damage Type: Bludgeoning

Damage	Cost
1d6	8878

Staff of Power

Weapon Type: Magic Staff

Properties

Cast Spell: Fireball (5) 3 Charges/Use
Cast Spell: Magic Missile (5) 2 Charges/Use
Cast Spell: Ray of Enfeeblement (2) 1 Charge/Use
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard
Damage Type: Bludgeoning

Damage	Cost
1d6	9094

Staff of the Holy

Weapon Type: Magic Staff

Properties

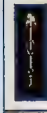
Cast Spell: Aid (3) 2 Charges/Use
Cast Spell: Cure Light Wounds (5) 1 Charge/Use
Cast Spell: Cure Moderate Wounds (6) 3 Charges/Use
Use Limitation: Class: Cleric
Damage Type: Bludgeoning

Damage	Cost
1d6	5457

Staff of the Magi

Weapon Type: Magic Staff

Properties



Cast Spell: Dispel Magic (5) 1 Charge/Use
Cast Spell: Fireball (10) 2 Charges/Use
Cast Spell: Ice Storm (9) 2 Charges/Use
Cast Spell: Invisibility (3) 1 Charge/Use
Cast Spell: Light (1) 0 Charges/Use
Cast Spell: Lightning Bolt (10) 2 Charges/Use
Cast Spell: Mage Armor (2) 0 Charges/Use
Enhancement Bonus +1
On Hit: Dispel Magic
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard
Damage Type: Bludgeoning

Damage	Cost
1d6	76456

Staff of Valmaxian

Weapon Type: Magic Staff

Properties

AC Bonus +2
Cast Spell: Chain Lightning (11) 5 Charges/Use
Cast Spell: Ethereal Visage (9) 5 Charges/Use
Cast Spell: Fireball (5) 3 Charges/Use
Enhancement Bonus +3
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard
Damage Type: Bludgeoning

Damage	Cost
1d6	58575

Stars of Ojy-do

Weapon Type: Shuriken

Properties

Damage Bonus: Cold 1d4 Damage
Enhancement Bonus +1
Damage Type: Piercing

Damage	Cost
1d3	1575

Stoutcorps Key

Weapon Type: Dire Mace

Properties

Ability Bonus: Strength +2
Enhancement Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d8	21860

Sword Saint Legacy +4

Weapon Type: Katana

Properties

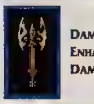
Damage Bonus vs. Alignment Group: Evil 1d6 Damage Sonic
Enhancement Bonus +4
Damage Type: Slashing and Piercing

Damage	Cost
1d10	40580

Stonefire Axe +1

Weapon Type: Great Axe

Properties



Damage Bonus: Fire 2 Damage
Enhancement Bonus +1
Damage Type: Slashing

Damage	Cost
1d12	6340

Sunlight Sling

Weapon Type: Sling

Properties

Attack Bonus (+2)
Attack Bonus vs. Racial Group: Undead (+3)
Light (Low(10m)) (White)
Damage Type: Bludgeoning

Damage	Cost
1d4	5680

Tagget's Talon

Weapon Type: Dagger

Properties

Enhancement Bonus +1
Keen
Damage Type: Piercing

Damage	Cost
1d4	7222

Stonefire Axe +2

Weapon Type: Great Axe

Properties

Damage Bonus: Fire 1d6 Damage
Enhancement Bonus +2
Damage Type: Slashing

Damage	Cost
1d12	21818

Sword of Bao

Weapon Type: Two-Bladed Sword

Properties

Enhancement Bonus +1
Immunity: Miscellaneous: Sneak Attack
Damage Type: Slashing

Damage	Cost
1d8	7418

Taralash

Weapon Type: Longbow

Properties

Attack Bonus +4
Haste
Mighty +4
Skill Bonus: Spot +4
Damage Type: Piercing

Damage	Cost
1d8	95508

Storm +1

Weapon Type: Light Hammer

Properties

Damage Bonus: Electrical 1d4 Damage
Enhancement Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d4	6302

Sword of Lyons

Weapon Type: Two-Bladed Sword

Properties

Ability Bonus: Charisma +2
Ability Bonus: Strength +2
Enhancement Bonus +2
Skill Bonus: Persuade +2
Damage Type: Slashing

Damage	Cost
1d8	96526

Tansheron's Bow

Weapon Type: Shortbow

Properties

Attack Bonus +1
Unlimited Ammunition: Arrow
Ammo: +1d6 Lightning
Damage Type: Piercing

Damage	Cost
1d6	39664

Storm +2

Weapon Type: Light Hammer

Properties

Damage Bonus: Electrical 1d6 Damage
Damage Resistance: Electrical Resist 10 / -
Enhancement Bonus +2
Damage Type: Bludgeoning

Damage	Cost
1d4	31602

Sword Saint Legacy +1

Weapon Type: Katana

Properties

Damage Bonus vs. Alignment Group: Evil 1d6 Damage Sonic
Enhancement Bonus +21
Damage Type: Slashing and Piercing

Damage	Cost
1d10	12580

Tempertuppin's Ever-Thrower

Weapon Type: Sling

Properties

Attack Bonus +1
Unlimited Ammunition: Bullet
Ammo: +1d6 Fire
Damage Type: Bludgeoning

Damage	Cost
1d4	39606

The Angry Soul

Weapon Type: Club

Properties

Damage Bonus: Electrical 1d6 Damage
Enhancement Bonus +3
On Hit: Fear 50% / 2 Rounds
Damage Type: Bludgeoning

Damage	Cost
1d6	56182

The Dagger of Chaos

Weapon Type: Great Sword

Properties

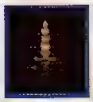
Enhancement Bonus +2
On Hit: Confusion 50% / 2 Rounds
Regeneration: Vampiric +3
Damage Type: Slashing and Piercing

Damage	Cost
2d6	37944

The Lucky One

Weapon Type: Shortsword

Properties



Enhancement Bonus +1
Improved Evasion
Damage Type: Piercing

Damage	Cost
1d6	30440

Teneraard's Sickle

Weapon Type: Sickle

Properties

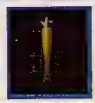
Ability Bonus: Strength +1
Enhancement Bonus +1
Decreased AC: AC Dodge Modifier +1
Decreased AC: AC Natural Modifier +1
Enhancement Bonus vs. Alignment Group: Evil +2
Damage Type: Slashing

Damage	Cost
1d6	19386

Tethir-Wood Cudgel

Weapon Type: Club

Properties



Damage Bonus: Acid 1d6 Damage
Enhancement Bonus +2
Damage Type: Bludgeoning

Damage	Cost
1d6	21780

Thread of Life

Weapon Type: Kama

Properties

Cast Spells: Cure Critical Wounds (7) 5 Charges/Use
Cast Spells: Cure Minor Wounds (1) 0 Charges/Use
Cast Spells: Cure Moderate Wounds (3) 2 Charges/Use
Cast Spells: Cure Serious Wounds (5) 4 Charges/Use
Enhancement Bonus +1
Regeneration +1
Damage Type: Slashing

Damage	Cost
1d6	20484

Throwing Axe

Weapon Type: Throwing Axe

Properties

N/A
Damage Type: Slashing

Damage	Cost
1d6	0

Throwing Axe +1

Weapon Type: Throwing Axe

Properties

Enhancement Bonus +1
Damage Type: Slashing

Damage	Cost
1d6	404

Throwing Axe +2

Weapon Type: Throwing Axe

Properties

Enhancement Bonus +2
Damage Type: Slashing

Damage	Cost
1d6	1804

Throwing Axe +3

Weapon Type: Throwing Axe

Properties

Enhancement Bonus +3
Damage Type: Slashing

Damage	Cost
1d6	4205

ThunderBeast Axe

Weapon Type: Throwing Axe

Properties

Enhancement Bonus +3
Damage Bonus: Sonic 1d4 Damage
Damage Type: Slashing

Damage	Cost
1d6	7125

Two-Bladed Sword

Weapon Type: Two-Bladed Sword

Properties

Damage Type: Slashing

Damage	Cost
1d8	200

Two-Bladed Sword +1

Weapon Type: Two-Bladed Sword

Properties

Enhancement Bonus +1
Damage Type: Slashing

Damage	Cost
1d8	1818

Two-Bladed Sword +2

Weapon Type: Two-Bladed Sword

Properties
Enhancement Bonus +2
Damage Type: Slashing

Damage	Cost
1d8	7418

Two-Bladed Sword +3

Weapon Type: Two-Bladed Sword

Properties
Enhancement Bonus +3
Damage Type: Slashing

Damage	Cost
1d8	17020

Ula's Heart

Weapon Type: Scimitar

Properties
Enhancement Bonus +2
Keen
On Hit: Fear 50% / 2 Rounds
Damage Type: Slashing

Damage	Cost
1d6	30450

Uthgardt Ceremonial Blade +1

Weapon Type: Two-Bladed Sword

Properties
Enhancement Bonus +1
Keen
Damage Type: Slashing

Damage	Cost
1d8	7418

Uthgardt Ceremonial Blade +2

Weapon Type: Two-Bladed Sword

Properties
Attack Bonus +2
Immunity: Miscellaneous:
Immunity: Critical Hits
Keen
Skill Bonus: Discipline +2
Damage Type: Slashing

Damage	Cost
1d8	34478

Vermin's Bane

Weapon Type: Great Sword

Properties
Enhancement Bonus +1
Enhancement Bonus vs. Racial Group: Vermin +4
Damage Type: Slashing and Piercing

Damage	Cost
2d6	10360

Wand of Arcane Disjunction

Weapon Type: Magic Wand

Properties
Cast Spell: Dispel Magic (5) 2 Charges/Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Damage	Cost
N/A	8438

Wand of Fear

Weapon Type: Magic Wand

Properties
Cast Spell: Fear (5) 3 Charges/Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Damage	Cost
N/A	7313

Wand of Fire

Weapon Type: Magic Wand

Properties
Cast Spell: Fireball (5) 5 Charges/Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Damage	Cost
N/A	5063

Wand of Frost

Weapon Type: Magic Wand

Properties
Cast Spell: Ray of Frost (1) 1 Charge/Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Damage	Cost
	101

Wand of Lesser Summoning

Weapon Type: Magic Wand

Properties
Cast Spell: Summon Creature II (3)
Single Use

Damage	Cost
N/A	601

Wand of Lightning

Weapon Type: Magic Wand

Properties
Cast Spell: Lightning Bolt (5) 5 Charges/Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Damage	Cost
N/A	5063

Wand of Missiles

Weapon Type: Magic Wand

Properties
Cast Spell: Magic Missile (3) 1 Charge/Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Damage	Cost
N/A	1000

Wand of Negative Energy

Weapon Type: Magic Wand

Properties
Cast Spell: Negative Energy Ray (1) 2 Charges/Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Damage	Cost
N/A	563

Wand of Paralyzation

Weapon Type: Magic Wand

Properties
Cast Spell: Hold Monster (7) 5 Charges/Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Damage	Cost
N/A	9451

Wand of Sleep

Weapon Type: Magic Wand

Properties

Cast Spell: Sleep (2) 1 Charge/Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Damage	Cost
N/A	1501

Wand of Stinking Cloud

Weapon Type: Magic Wand

Properties

Cast Spell: Stinking Cloud (5) 3 Charges/Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Damage	Cost
N/A	7313

Wand of Summoning

Weapon Type: Magic Wand

Properties

Cast Spell: Summon Creature IV (7) 5 Charges/Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Damage	Cost
N/A	9451

Wand of the Heavens

Weapon Type: Magic Wand

Properties

Cast Spell: Flame Strike (7) 5 Charges/Use
Use Limitation: Class: Cleric
Use Limitation: Class: Paladin

Damage	Cost
N/A	9451

Warhammer

Weapon Type: Warhammer

Properties

N/A
Damage Type: Bludgeoning

Damage	Cost
1d8	24

Warhammer +1

Weapon Type: Warhammer

Properties

Enhancement Bonus +1
Damage Type: Bludgeoning

Damage	Cost
1d8	1642

Warhammer +2

Weapon Type: Warhammer

Properties

Enhancement Bonus +2
Damage Type: Bludgeoning

Damage	Cost
1d8	7242

Warhammer +3

Weapon Type: Warhammer

Properties

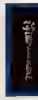
Enhancement Bonus +3
Damage Type: Bludgeoning

Damage	Cost
1d8	16844

Watchman's Club

Weapon Type: Club

Properties



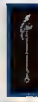
Bonus Feat: Alertness
Enhancement Bonus +1
Light Low (10m) Yellow
Skill Bonus: Listen +2
Skill Bonus: Spot +2
Damage Type: Bludgeoning

Damage	Cost
1d6	11810

Water's Edge

Weapon Type: Halberd

Properties



Enhancement Bonus +1
On Hit: Slay Racial Group Elemental
Damage Type: Slashing and Piercing

Damage	Cost
1d10	30440

Wicked Union

Weapon Type: Scythe

Properties

Enhancement Bonus +1
On Hit: Stun 75% / 1 Round
Regeneration: Vampiric +3
Damage Type: Slashing and Piercing

Damage	Cost
2d4	22480

Will of Atar

Weapon Type: Halberd

Properties

Damage Bonus: Fire 1d6 Damage
Enhancement Bonus +1
Damage Type: Slashing and Piercing

Damage	Cost
1d10	10598

Will of the Lost

Weapon Type: Club

Properties

Enhancement Bonus +1
Regeneration: Vampiric +3
Damage Type: Bludgeoning

Damage	Cost
1d6	11046

Woodcutter's Axe

Weapon Type: Handaxe

Properties

Enhancement Bonus +2
Enhancement Bonus vs. Racial Group: Shapechanger +3
Damage Type: Slashing

Damage	Cost
1d6	17006

Writ of the Vizier

Weapon Type: Light Flail

Properties

Enhancement Bonus +1
On Hit: Fear 50% / 2 Rounds
Damage Type: Bludgeoning

Damage	Cost
1d8	7234

Armor

Adamantine Breastplate

Armor Type: Armor (Type 5)

PROPERTIES

AC Bonus +2
Damage Reduction: +1 Soak 5 Damage

AC	COST
5	17874

Adept's Tunic

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Archer's Belt

Armor Type: Belt

PROPERTIES

Immunity: Damage Type: Piercing 10% Immunity Bonus

AC	COST
0	1563

Armor of Comfort

Armor Type: Armor (Type 6)

PROPERTIES

AC Bonus +2
Base Item Weight Reduction 20% of Weight
Skill Bonus: Heal +2

AC	COST
6	6202

Armor of Command

Armor Type: Armor (Type 4)

PROPERTIES

Ability Bonus: Charisma +2
AC Bonus +3
Skill Bonus: Persuade +5

AC	COST
4	31572

Armor of Fleetness

Armor Type: Armor (Type 1)

PROPERTIES

AC Bonus +3
Haste

AC	COST
1	37337

Armor of Freedom

Armor Type: Armor (Type 8)

PROPERTIES

AC Bonus +3
Freedom of Movement

AC	COST
8	22752

Armor of Horus-Re

Armor Type: Armor (Type 4)

PROPERTIES

AC Bonus +3
Damage Resistance: Electrical Resist 10 / -
Damage Resistance: Sonic Resist 10 / -

AC	COST
4	16381

Armor of Loyalty

Armor Type: Armor (Type 3)

PROPERTIES

AC Bonus +1
Cast Spell: Charm Person (2) 3 Uses/Day
Immunity: Miscellaneous: Mind-Affecting Spells

AC	COST
3	4630

Armor of the Stars

Armor Type: Armor (Type 1)

PROPERTIES

AC Bonus +3
Immunity: Miscellaneous: Disease
Light Low (10m) Blue

AC	COST
1	15391

Armor of the Wolf

Armor Type: Armor (Type 1)

PROPERTIES

AC Bonus +3
AC Bonus vs. Racial Group: Shapechanger +3
Skill Bonus: Move Silently +2

AC	COST
1	18495

Armor of Thorns

Armor Type: Armor (Type 3)

PROPERTIES

AC Bonus +2
Cast Spell: Vampiric Touch (5) 1 Use/Day

AC	COST
3	7439

Aslyterand Elven Chain

Armor Type: Armor (Type 1)

PROPERTIES

AC Bonus +3
Damage Reduction: +1 Soak 5 Damage
Use Limitation: Racial Type: Elf
Use Limitation: Racial Type: Half-Elf

AC	COST
1	26117

Assassin's Garb

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Auriumorax Armor

Armor Type: Armor (Type 2)

PROPERTIES

AC Bonus +2
Damage Resistance: Piercing Resist 5 / -
Damage Resistance: Slashing Resist 5 / -

AC	COST
2	12862

Baldeiran's Armor

Armor Type: Armor (Type 7)

PROPERTIES

Ability Bonus: Charisma +2
AC Bonus +2
Regeneration +2

AC	COST
7	25951

Banded Mail

Armor Type: Armor (Type 6)

PROPERTIES

N/A

AC	COST
6	200

Banded Mail +1

Armor Type: Armor (Type 6)

PROPERTIES

AC Bonus +1

AC	COST
6	856

Banded Mail +2

Armor Type: Armor (Type 6)

PROPERTIES

AC Bonus +2

AC	COST
6	3124

Banded Mail +3

Armor Type: Armor (Type 6)

PROPERTIES

AC Bonus +3

AC	COST
6	7012

Barbarian's Outfit

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Bard's Tunic

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Belt of Fire Giant Strength

Armor Type: Belt

PROPERTIES

Ability Bonus: Strength +5

AC	COST
0	36001

Belt of Frost Giant Strength

Armor Type: Belt

PROPERTIES

Ability Bonus: Strength +4

AC	COST
0	23041

Belt of Hill Giant Strength

Armor Type: Belt

PROPERTIES

Ability Bonus: Strength +3

AC	COST
0	12961

Belt of Inertial Barrier

Armor Type: Belt

PROPERTIES

AC Bonus +1
Damage Resistance: Bludgeoning Resist 5 / -
Damage Resistance: Slashing Resist 5 / -
Damage Vulnerability: Piercing 25%
Damage Vulnerability

AC	COST
0	6960

Belt of the Performer +1

Armor Type: Belt

PROPERTIES

Ability Bonus: Charisma +1
Skill Bonus: Perform +1
Skill Bonus: Persuade +1

AC	COST
0	2074

Belt of the Performer +3

Armor Type: Belt

PROPERTIES

Ability Bonus: Charisma +3
Skill Bonus: Perform +2
Skill Bonus: Persuade +2

AC	COST
0	16647

Belt of the Performer +5

Armor Type: Belt

PROPERTIES

Ability Bonus: Charisma +5
Skill Bonus: Perform +5
Skill Bonus: Persuade +5

AC	COST
0	48442

Benzo's Luck

Armor Type: Armor (Type 1)

PROPERTIES

AC Bonus +1
AC Bonus vs. Alignment Group: Chaotic +3
AC Bonus vs. Alignment Group: Evil +3

AC	COST
1	13769

Black Flame Armor

Armor Type: Armor (Type 3)

PROPERTIES

AC Bonus +5
Damage Resistance: Fire Resist 30 / -

AC	COST
3	36436

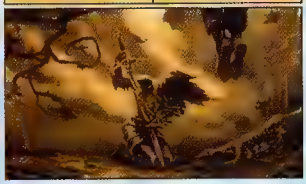
Black Robe of the Archmagi

Armor Type: Armor (Type 0)

PROPERTIES

AC Bonus +5
Bonus Feat: Spell Penetration
Saving Throw Bonus: Universal +1
Spell Resistance Bonus of 10 SR
Use Limitation: Alignment Group: Evil
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

AC	COST
0	48442



Blood Sailor Uniform

Armor Type: Armor (Type 0)

Properties

N/A

AC	Cost
0	1

Blue Dragon Armor

Armor Type: Armor (Type 8)

Properties

AC Bonus +4
Base Item Weight Reduction 80% of Weight
Damage Resistance: Electrical Resist 20 / -

AC	Cost
8	22867

Boots of Elvenkind

Armor Type: Boot

Properties

Ability Bonus: Dexterity +2
Skill Bonus: Move Silently +10

AC	Cost
0	12960

Boots of Reflexes +1

Armor Type: Arrow

Properties

Saving Throw Bonus: Specific: Reflex +1

AC	Cost
0	343

Boots of Reflexes +2

Armor Type: Boot

Properties

Saving Throw Bonus: Specific: Reflex +2

AC	Cost
0	1526

Boots of Reflexes +3

Armor Type: Boot

Properties

Saving Throw Bonus: Specific: Reflex +3

AC	Cost
0	3554

Boots of Reflexes +4

Armor Type: Boot

Properties

Saving Throw Bonus: Specific: Reflex +4

AC	Cost
0	6427

Boots of Reflexes +5

Armor Type: Boot

Properties

Saving Throw Bonus: Specific: Reflex +5

AC	Cost
0	10145

Boots of Speed

Armor Type: Boot

Properties

Haste

AC	Cost
0	20000

Boots of Striding +1

Armor Type: Boot

Properties

Ability Bonus: Constitution +1

AC	Cost
0	1441

Boots of Striding +2

Armor Type: Boot

Properties

Ability Bonus: Constitution +2

AC	Cost
0	5761

Boots of Striding +3

Armor Type: Boot

Properties

Ability Bonus: Constitution +3

AC	Cost
0	12961

Boots of Striding +4

Armor Type: Boot

Properties

Ability Bonus: Constitution +4

AC	Cost
0	23041

Boots of Striding +5

Armor Type: Boot

Properties

Ability Bonus: Constitution +5

AC	Cost
0	36001

Bracers of Armor +1

Armor Type: Bracers

Properties

AC Bonus +1

AC	Cost
0	657

Bracers of Armor +2

Armor Type: Bracers

Properties

AC Bonus +2

AC	Cost
0	2925

Bracers of Armor +3

Armor Type: Bracers

Properties

AC Bonus +3

AC	Cost
0	6813

Bracers of Armor +4

Armor Type: Bracers

Properties

AC Bonus +4

AC	Cost
0	12321

Bracers of Armor +5

Armor Type: Bracers

PROPERTIES

AC Bonus +5

AC	COST
0	19449

Bracers of Dexterity +1

Armor Type: Bracers

PROPERTIES

Ability Bonus: Dexterity +1

AC	COST
0	1441

Bracers of Dexterity +2

Armor Type: Bracers

PROPERTIES

Ability Bonus: Dexterity +2

AC	COST
0	5761

Bracers of Dexterity +3

Armor Type: Bracers

PROPERTIES

Ability Bonus: Dexterity +3

AC	COST
0	12961

Bracers of Dexterity +4

Armor Type: Bracers

PROPERTIES

Ability Bonus: Dexterity +4

AC	COST
0	23041

Bracers of Dexterity +5

Armor Type: Bracers

PROPERTIES

Ability Bonus: Dexterity +5

AC	COST
0	36001

Brawler's Belt

Armor Type: Belt

PROPERTIES

mmunity: Damage Type: Bludgeoning
10% Immunity Bonus

AC	COST
0	1563

Breastplate

Armor Type: Armor (Type 5)

PROPERTIES

N/A

AC	COST
5	150

Breastplate +1

Armor Type: Armor (Type 5)

PROPERTIES

AC Bonus +1

AC	COST
5	806

Breastplate +2

Armor Type: Armor (Type 5)

PROPERTIES

AC Bonus +2

AC	COST
5	3074

Breastplate +3

Armor Type: Armor (Type 5)

PROPERTIES

AC Bonus +3

AC	COST
5	6962

Broewende Family Armor

Armor Type: Armor (Type 4)

PROPERTIES

AC Bonus +1
Damage Resistance: Acid Resist 5 / -
Damage Resistance: Fire Resist 5 / -
Immunity: Miscellaneous: Mind-Affecting Spells

AC	COST
4	7109

Callurdan Smoothand's Armor

Armor Type: Armor (Type 3)

PROPERTIES

AC Bonus +1
AC Bonus vs. Alignment Group: Evil +2
Spell Resistance Bonus of 14 SR

AC	COST
3	9687

Ceremonial Uthgardt Belt

Armor Type: Belt

PROPERTIES

Immunity: Miscellaneous: Disease
Immunity: Miscellaneous: Immunity: Death Magic
Immunity: Miscellaneous: Sneak Attack
Saving Throw Bonus: Specific: Fortitude +3

AC	COST
0	26885

Chain Mail of Speed

Armor Type: Armor (Type 5)

PROPERTIES

AC Bonus +2
Haste

AC	COST
5	27294

Chain Shirt

Armor Type: Armor (Type 4)

PROPERTIES

N/A

AC	COST
4	100

Chain Shirt +1

Armor Type: Armor (Type 4)

PROPERTIES

AC Bonus +1

AC	COST
4	756

Chain Shirt +2

Armor Type: Armor (Type 4)

PROPERTIES

AC Bonus +2

AC	COST
4	3024

Chain Shirt +3

Armor Type: Armor (Type 4)

PROPERTIES

AC Bonus +3

AC	COST
4	6912

Chainmail

Armor Type: Arrow

PROPERTIES

N/A

AC	COST
5	150

Chainmail +1

Armor Type: Armor (Type 5)

PROPERTIES

AC Bonus +1

AC	COST
5	806

Chainmail +2

Armor Type: Armor (Type 5)

PROPERTIES

AC Bonus +2

AC	COST
5	3074

Chainmail +3

Armor Type: Armor (Type 5)

PROPERTIES

AC Bonus +3

AC	COST
5	6962

Chromatic Breastplate +1

Armor Type: Armor (Type 5)

PROPERTIES

AC Bonus +1
Damage Resistance: Cold Resist 10 / -
Damage Resistance: Electrical Resist 10 / -
Damage Resistance: Fire Resist 10 / -

AC	COST
5	8187

Chromatic Breastplate +3

Armor Type: Armor (Type 5)

PROPERTIES

AC Bonus +3
Damage Resistance: Cold Resist 10 / -
Damage Resistance: Electrical Resist 10 / -
Damage Resistance: Fire Resist 10 / -

AC	COST
5	21633

Cloak of Elvenkind

Armor Type: Cloak

PROPERTIES

Skill Bonus: Hide +10

AC	COST
5	1440

Cloak of Movement

Armor Type: Cloak

PROPERTIES

Freedom of Movement

AC	COST
0	4001

Cloak of Protection +1

Armor Type: Cloak

PROPERTIES

AC Bonus +1

AC	COST
0	657

Cloak of Protection +2

Armor Type: Cloak

PROPERTIES

AC Bonus +2

AC	COST
0	2925

Cloak of Protection +3

Armor Type: Cloak

PROPERTIES

AC Bonus +3

AC	COST
0	6813

Cloak of Protection +4

Armor Type: Cloak

PROPERTIES

AC Bonus +4

AC	COST
0	12321

Cloak of Protection +5

Armor Type: Cloak

PROPERTIES

AC Bonus +5

AC	COST
0	19449

Cloak of Protection vs Chaos

Armor Type: Cloak

PROPERTIES

AC Bonus vs. Alignment Group: Chaotic +2

AC	COST
0	903

Cloak of Protection vs Evil

Armor Type: Cloak

PROPERTIES

AC bonus vs Alignment Group: Evil +2

AC	COST
0	903

Cloak of Protection vs Good

Armor Type: Cloak

PROPERTIES

AC bonus vs Alignment Group: Good +2

AC	COST
0	903

Cloak of Protection vs Law

Armor Type: Cloak

PROPERTIES

AC bonus vs Alignment Group: Law +2

AC	COST
0	903

Cloak of the High Forest

Armor Type: Cloak

PROPERTIES

AC Bonus +2
Saving Throw Bonus: Specific: Fortitude +1
Use Limitation: Class: Druid

AC	COST
0	5268

Commoner's Outfit

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Commoner's Tunic

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Conjurer's Robe

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Copper Dragon Armor

Armor Type: Armor (Type 8)

PROPERTIES

AC Bonus +3
Base Item Weight Reduction 60% of Weight
Damage Resistance: Acid Resist 20 / -

AC	COST
8	14442

Darksteel Tower Shield

Armor Type: Tower Shield

PROPERTIES

AC Bonus +2
AC Bonus vs. Alignment Group: Good +4

AC	COST
3	13495

Delver's Armor

Armor Type: Armor (Type 7)

PROPERTIES

AC Bonus +2
Saving Throw Bonus: Universal +2

AC	COST
7	17287

Doron's Mistake!

Armor Type: Armor (Type 5)

PROPERTIES

AC Bonus +2
Base Item Weight Reduction 80% of Weight
Saving Throw Bonus: Specific: Fortitude +3

AC	COST
5	13803

Dragon Armor

Armor Type: Armor (Type 4)

PROPERTIES

AC Bonus +5
Saving Throw Bonus: Universal +3

AC	COST
4	64661

Dragon Shield

Armor Type: Large Shield

PROPERTIES

AC Bonus +2
Damage Resistance: Acid Resist 10 / -
Damage Resistance: Cold Resist 10 / -
Damage Resistance: Electrical Resist 10 / -
Damage Resistance: Fire Resist 10 / -

AC	COST
2	18197

Dragon Slippers

Armor Type: Boot

PROPERTIES

Ability Bonus: Dexterity +2
Immunity: Miscellaneous: Immunity: Fear
Immunity: Miscellaneous: Immunity: Knockdown
Spell Resistance Bonus of 10 SR

AC	COST
0	23281

Dwarven Mitts

Armor Type: Small Shield

PROPERTIES

Ability Bonus: Charisma +2
AC Bonus +1

AC	COST
1	10313

Elven Ceremonial Armor

Armor Type: Armor (Type 7)

PROPERTIES

AC Bonus +1
Bonus Feat: Spell Focus (Conjuration)
Bonus Feat: Spell Focus (Divination)
Bonus Feat: Spell Focus (Enchantment)
Bonus Feat: Spell Focus (Evocation)

AC	COST
7	15116

Elven Chainmail

Armor Type: Armor (Type 5)

PROPERTIES

AC Bonus +2
Base Item Weight Reduction 40% of Weight
Skill Bonus: Hide +6
Skill Bonus: Move Silently +6

AC	COST
5	12052

Encircling Scale

Armor Type: Belt

PROPERTIES

Cast Spell: Poison (5) 3 Charges/Use
Darkvision
Immunity: Miscellaneous: Poison

AC	COST
0	11313

Enkidu's Armor

Armor Type: Armor (Type 8)

PROPERTIES

AC Bonus +1
Immunity: Miscellaneous: Sneak Attack
Spell Resistance Bonus of 10 SR

AC	COST
8	7675

Full Plate

Armor Type: Armor (Type 8)

PROPERTIES

N/A

AC	COST
8	1500

Full Plate +1

Armor Type: Armor (Type 8)

PROPERTIES

AC Bonus +1

AC	COST
8	2156

Full Plate +2

Armor Type: Armor (Type 8)

Properties

AC Bonus +2

AC	Cost
8	4424

Full Plate +3

Armor Type: Armor (Type 8)

Properties

AC Bonus +3

AC	Cost
8	8312

Gargoyle Boots

Armor Type: Boot

Properties

AC Bonus +1
Cast Spell: Stoneskin (7) 5 Charges/Use
Saving Throw Bonus: Specific: Fortitude +3

AC	Cost
0	22375

Gauntlets of Locking Grip

Armor Type: Bracers

Properties

Bonus Feat: Ambidexterity
Skill Bonus: Discipline +8

AC	Cost
0	6052

Girdle of Holy Might

Armor Type: Belt

Properties

Bonus Spell Slot of Level: Cleric Level 5
Bonus Spell Slot of Level: Cleric Level 6
Bonus Spell Slot of Level: Cleric Level 7
Use Limitation: Class: Cleric

AC	Cost
0	27563

Gladiator's Outfit

Armor Type: Armor (Type 0)

Properties

N/A

AC	Cost
0	1

Gloves of Animal Handling

Armor Type: Gloves

Properties

Skill Bonus: Animal Empathy +3
Use Limitation: Class: Druid
Use Limitation: Class: Ranger

AC	Cost
0	130

Gloves of Concentration

Armor Type: Gloves

Properties

Skill Bonus: Concentration +3

AC	Cost
0	130

Gloves of Discipline

Armor Type: Gloves

Properties

Skill Bonus: Discipline +3

AC	Cost
0	130

Gloves of Spellcraft

Armor Type: Gloves

Properties

Skill Bonus: Spellcraft +3
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

AC	Cost
0	130

Gloves of Swordplay

Armor Type: Gloves

Properties

Skill Bonus: Parry +3

AC	Cost
0	130

Gloves of the Minstrel

Armor Type: Gloves

Properties

Skill Bonus: Perform +3
Use Limitation: Class: Bard

AC	Cost
0	130

Gloves of the Rogue

Armor Type: Gloves

Properties

Skill Bonus: Disable Trap +2
Skill Bonus: Open Lock +2
Skill Bonus: Pick Pocket +2
Skill Bonus: Set Trap +2

AC	Cost
0	922

Gnomish Magnetic Armor

Armor Type: Armor (Type 7)

Properties

AC Bonus +1
Spell Resistance Bonus of 12 SR

AC	Cost
7	3524

Goblin Shield of Nulbish

Armor Type: Tower Shield

Properties

AC Bonus +1
AC Bonus vs. Racial Group: Goblinoid +3
Darkvision

AC	Cost
3	10727

Golden Circlet

Armor Type: Helmet

Properties

Immunity: Miscellaneous: Mind-Affecting Spells
Saving Throw Bonus: Specific: Will +1
Spell Resistance Bonus of 14 SR

AC	Cost
0	9831

Greater Archer's Belt

Armor Type: Belt

Properties

Immunity: Damage Type: Piercing 50% Immunity Bonus

AC	Cost
0	7911

Greater Brawler's Belt

Armor Type: Cloak

Properties

Immunity: Damage Type: Bludgeoning 50% Immunity Bonus

AC	Cost
0	7911

Greater Cloak of Protection vs Chaos

Armor Type: Arrow

PROPERTIES

AC bonus vs Alignment Group: Chaotic +5

AC	COST
0	6003

Greater Cloak of Protection vs Evil

Armor Type: Cloak

PROPERTIES

AC bonus vs Alignment Group: Evil +5

AC	COST
0	6003

Greater Cloak of Protection vs Good

Armor Type: Cloak

PROPERTIES

AC bonus vs Alignment Group: Good +5

AC	COST
0	6003

Greater Cloak of Protection vs Law

Armor Type: Cloak

PROPERTIES

AC bonus vs Alignment Group: Law +5

AC	COST
0	6003

Greater Gloves of Animal Handling

Armor Type: Gloves

PROPERTIES

Skill Bonus: Animal Empathy +6
Use Limitation: Class: Druid
Use Limitation: Class: Ranger

AC	COST
0	519

Greater Gloves of Concentration

Armor Type: Gloves

PROPERTIES

Skill Bonus: Concentration +6

AC	COST
0	519

Greater Gloves of Discipline

Armor Type: Gloves

PROPERTIES

Skill Bonus: Discipline +6

AC	COST
0	519

Greater Gloves of Spellcraft

Armor Type: Gloves

PROPERTIES

Skill Bonus: Spellcraft +6
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

AC	COST
0	519

Greater Gloves of Swordplay

Armor Type: Gloves

PROPERTIES

Skill Bonus: Parry +6

AC	COST
0	519

Greater Gloves of the Minstrel

Armor Type: Gloves

PROPERTIES

Skill Bonus: Perform +6
Use Limitation: Class: Bard

AC	COST
0	519

Greater Shield of Dawn

Armor Type: Tower Shield

PROPERTIES

AC Bonus +1
AC Bonus vs. Racial Group: Undead +5
Light Normal (15m) White

AC	COST
3	13495

Greater Shield of the Watch

Armor Type: Tower Shield

PROPERTIES

AC Bonus +2
AC Bonus vs. Racial Group: Human +5

AC	COST
3	17405

Greater Swordsman's Belt

Armor Type: Belt

PROPERTIES

Immunity: Damage Type: Slashing 50% Immunity Bonus

AC	COST
0	7911

Greenleaf

Armor Type: Armor (Type 2)

PROPERTIES

AC Bonus +5
Skill Bonus: Hide +5

AC	COST
2	25110

Grey Robe of the Archmagi

Armor Type: Armor (Type 0)

PROPERTIES

AC Bonus +5
Bonus Feat: Spell Penetration
Saving Throw Bonus: Universal +1
Spell Resistance Bonus of 10 SR
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard
Use Limitation: Specific Alignment: Chaotic Neutral
Use Limitation: Specific Alignment: Lawful Neutral
Use Limitation: Specific Alignment: True Neutral

AC	COST
0	48442

Half Plate

Armor Type: Armor (Type 7)

PROPERTIES

N/A

AC	COST
7	600

Half Plate +1

Armor Type: Armor (Type 7)

PROPERTIES

AC Bonus +1

AC	COST
7	1256

Half Plate +2

Armor Type: Armor (Type 7)

PROPERTIES

AC Bonus +2

AC	Cost
7	3524

Half Plate +3

Armor Type: Armor (Type 7)

PROPERTIES

AC Bonus +3

AC	Cost
7	7412

Hastsezini's Shield

Armor Type: Tower Shield

PROPERTIES

AC Bonus +3
Immunity: Miscellaneous: Sneak Attack

AC	Cost
3	13132

Hearth Shield

Armor Type: Small Shield

PROPERTIES

AC Bonus +3
Damage Resistance: Fire Resist 15 / -

AC	Cost
1	12154

Hide Armor

Armor Type: Armor (Type 3)

PROPERTIES

N/A

AC	Cost
3	15

Hide Armor +1

Armor Type: Armor (Type 3)

PROPERTIES

AC Bonus +1

AC	Cost
3	671

Hide Armor +2

Armor Type: Armor (Type 3)

PROPERTIES

AC Bonus +2

AC	Cost
3	2939

Hide Armor +3

Armor Type: Armor (Type 3)

PROPERTIES

AC Bonus +3

AC	Cost
3	6827

Illusionist's Robe

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	Cost
0	1

Imaskari Shield

Armor Type: Tower Shield

PROPERTIES

AC Bonus +2
Spell Resistance Bonus of 12 SR

AC	Cost
3	6912

Jester's Outfit

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	Cost
0	1

Kumakawa

Armor Type: Armor (Type 3)

PROPERTIES

AC Bonus +3
Improved Evasion

AC	Cost
3	31487

Large Shield

Armor Type: Large Shield

PROPERTIES

N/A

AC	Cost
2	50

Large Shield +1

Armor Type: Large Shield

PROPERTIES

AC Bonus +1

AC	Cost
2	706

Large Shield +2

Armor Type: Large Shield

PROPERTIES

AC Bonus +2

AC	Cost
2	2974

Large Shield +3

Armor Type: Large Shield

PROPERTIES

AC Bonus +3

AC	Cost
2	6862

Leather Armor

Armor Type: Armor (Type 2)

PROPERTIES

N/A

AC	Cost
2	10

Leather Armor +1

Armor Type: Armor (Type 2)

PROPERTIES

AC Bonus +1

AC	Cost
2	666

Leather Armor +2

Armor Type: Armor (Type 2)

PROPERTIES

AC Bonus +2

AC	COST
2	2934

Leather Armor +3

Armor Type: Armor (Type 2)

PROPERTIES

AC Bonus +3

AC	COST
2	6822

Mirror Shield

Armor Type: Large Shield

PROPERTIES

AC Bonus +3
Spell Resistance Bonus of 14 SR

AC	COST
2	15731

Mirrored Armor

Armor Type: Armor (Type 1)

PROPERTIES

AC Bonus +3
Spell Resistance Bonus of 14 SR

AC	COST
1	15686

Mithral Shield

Armor Type: Small Shield

PROPERTIES

AC Bonus +3
Freedom of Movement

AC	COST
1	21261

Mithral Splint Mail

Armor Type: Armor (Type 6)

PROPERTIES

AC Bonus +4
Base Item Weight Reduction 40% of Weight

AC	COST
6	14716

Monk's Outfit

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Necromancer's Robe

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Noble Guardsman Tunic

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Noble's Outfit

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Noble's Tunic

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Nymph Cloak +1

Armor Type: Cloak

PROPERTIES

Ability Bonus: Charisma +1

AC	COST
0	1441

Nymph Cloak +2

Armor Type: Cloak

PROPERTIES

Ability Bonus: Charisma +2

AC	COST
0	5761

Nymph Cloak +3

Armor Type: Cloak

PROPERTIES

Ability Bonus: Charisma +3

AC	COST
0	12961

Nymph Cloak +4

Armor Type: Cloak

PROPERTIES

Ability Bonus: Charisma +4

AC	COST
0	23041

Nymph Cloak +5

Armor Type: Cloak

PROPERTIES

Ability Bonus: Charisma +5

AC	COST
0	36001

Padded Armor

Armor Type: Armor (Type 1)

PROPERTIES

N/A

AC	COST
1	5

Padded Armor +1

Armor Type: Armor (Type 1)

PROPERTIES

AC Bonus +1

AC	COST
1	661

Padded Armor +2

Armor Type: Armor (Type 1)

PROPERTIES

AC Bonus +2

AC	COST
1	2929

Padded Armor +3

Armor Type: Armor (Type 1)

PROPERTIES

AC Bonus +3

AC	COST
1	6817

Paladin's Tunic

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Performer's Outfit

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Priest's Robe

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Protector

Armor Type: Small Shield

PROPERTIES

AC Bonus +2
Damage Reduction: +1 Soak 5 Damage

AC	COST
1	17733

Rainbow Armor

Armor Type: Armor (Type 6)

PROPERTIES

AC Bonus +1
Damage Resistance: Cold Resist 10 / -
Damage Resistance: Electrical Resist 10 / -
Damage Resistance: Fire Resist 10 / -

AC	COST
6	8237

Red Dragon Armor

Armor Type: Armor (Type 8)

PROPERTIES

AC Bonus +5
Base Item Weight Reduction 80% of Weight
Damage Resistance: Fire Resist 20 / -

AC	COST
8	33253

Robe of Acid Resistance

Armor Type: Armor (Type 0)

PROPERTIES

Damage Resistance: Acid Resist 15 / -

AC	COST
0	376

Robe of Cold Resistance

Armor Type: Armor (Type 0)

PROPERTIES

Damage Resistance: Cold Resist 15 / -

AC	COST
0	490

Robe of Electrical Resistance

Armor Type: Armor (Type 0)

PROPERTIES

Damage Resistance: Electrical Resist 15 / -

AC	COST
0	621

Robe of Fire Resistance

Armor Type: Armor (Type 0)

PROPERTIES

Damage Resistance: Fire Resist 15 / -

AC	COST
0	766

Robe of Light

Armor Type: Armor (Type 0)

PROPERTIES

Light Normal (15m) White

AC	COST
0	161

Robe of Vecna

Armor Type: Armor (Type 0)

PROPERTIES

AC Bonus +1
Bonus Feat: Spell Focus (Abjuration)
Bonus Feat: Spell Focus (Conjuration)
Bonus Feat: Spell Focus (Enchantment)
Bonus Feat: Spell Focus (Evocation)
Bonus Feat: Spell Focus (Illusion)
Bonus Feat: Spell Focus (Necromancy)
Spell Resistance Bonus of 10 SR
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

AC	COST
0	35821

Rogue Links

Armor Type: Armor (Type 4)

PROPERTIES

AC Bonus +3
Immunity: Specific Spell Invisibility Purge
Immunity: Specific Spell See Invisibility
Immunity: Specific Spell True Seeing
Skill Bonus: Hide +2
Skill Bonus: Move Silently +2
Use Limitation: Class: Rogue

AC	COST
4	18504

Rogue's Tunic

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Sash of Shimmering

Armor Type: Belt

PROPERTIES

Spell Resistance Bonus of 14 SR

AC	COST
0	1823

Scale Mail

Armor Type: Armor (Type 4)

PROPERTIES

N/A

AC	COST
4	100

Scale Mail +1

Armor Type: Armor (Type 4)

PROPERTIES

AC Bonus +1

AC	COST
4	756

Scale Mail +2

Armor Type: Armor (Type 4)

PROPERTIES

AC Bonus +2

AC	COST
4	3024

Scale Mail +3

Armor Type: Armor (Type 4)

PROPERTIES

AC Bonus +3

AC	COST
4	6912

Scales of Truth +1

Armor Type: Armor (Type 6)

PROPERTIES

AC Bonus +1
Cast Spell: See Invisibility (3) 1 Use/Day
Saving Throw Bonus: Specific: Fortitude +1

AC	COST
6	4846

Scales of Truth +3

Armor Type: Armor (Type 6)

PROPERTIES

AC Bonus +3
Cast Spell: See Invisibility (3) 2 Uses/Day
Saving Throw Bonus: Specific: Fortitude +2

AC	COST
6	19034

Shadow Legion Armor

Armor Type: Armor (Type 2)

PROPERTIES

AC Bonus +4
Skill Bonus: Hide +5

AC	COST
2	16902

Shield of Dawn

Armor Type: Small Shield

PROPERTIES

AC Bonus vs. Racial Group: Undead +2
Light Low (10m) White

AC	COST
1	1571

Shield of the Dragonslayer

Armor Type: Tower Shield

PROPERTIES

AC Bonus +3
AC Bonus vs. Racial Group: Dragon +5

AC	COST
3	25703

Shield of the Holy

Armor Type: Large Shield

PROPERTIES

AC Bonus +4
Bonus Feat: Extra Turning

AC	COST
2	22707

Shield of the Sun

Armor Type: Large Shield

PROPERTIES

AC Bonus +3
Cast Spell: Searing Light (5) 3 Charges/Use
Light Bright (20m) Yellow

AC	COST
2	17034

Shield of the Watch

Armor Type: Small Shield

PROPERTIES

AC Bonus vs. Racial Group: Human +2

AC	COST
1	911

Shield of the Wisp Hunter

Armor Type: Small Shield

PROPERTIES

AC Bonus +2
Damage Resistance: Electrical Resist 10 / -

AC	COST
1	5697

Shrikenja Helm

Armor Type: Helmet

PROPERTIES

Bonus Spell Slot of Level: Sorcerer Level 0
Bonus Spell Slot of Level: Sorcerer Level 1
Bonus Spell Slot of Level: Sorcerer Level 2
Bonus Spell Slot of Level: Sorcerer Level 3

AC	COST
0	4103

Silverbone Armor +2

Armor Type: Armor (Type 7)

PROPERTIES

AC Bonus +2
Damage Reduction: +1 Soak 15 Damage

AC	COST
7	27744

Small Shield

Armor Type: Small Shield

PROPERTIES

N/A

AC	COST
1	9

Small Shield +1

Armor Type: Small Shield

PROPERTIES

AC Bonus +1

AC	COST
1	665

Small Shield +2

Armor Type: Small Shield

PROPERTIES

AC Bonus +2

AC	COST
1	2933

Small Shield +3

Armor Type: Small Shield

PROPERTIES

AC Bonus +3

AC	COST
1	6821

Soldier's Tunic

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Sorceler's Robe

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Splint Mail

Armor Type: Armor (Type 6)

PROPERTIES

N/A

AC	COST
6	200

Splint Mail +1

Armor Type: Armor (Type 6)

PROPERTIES

AC Bonus +1

AC	COST
6	856

Splint Mail +2

Armor Type: Armor (Type 6)

PROPERTIES

AC Bonus +2

AC	COST
6	3124

Splint Mail +3

Armor Type: Armor (Type 6)

PROPERTIES

AC Bonus +3

AC	COST
6	7012

Squire's Defense

Armor Type: Armor (Type 2)

PROPERTIES

Ability Bonus: Strength +3
AC Bonus +2

AC	COST
2	28206

Squire's Tunic

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Storm Armor

Armor Type: Armor (Type)

PROPERTIES

AC Bonus (+2)
Damage Resistance: Fire (Resist 20 / -)
Immunity: Spell School: Evocation

AC	COST
3	25872

Studded Leather Armor

Armor Type: Armor (Type 3)

PROPERTIES

N/A

AC	COST
3	15

Studded Leather Armor +1

Armor Type: Armor (Type 3)

PROPERTIES

AC Bonus (+1)

AC	COST
3	671

Studded Leather Armor +2

Armor Type: Armor (Type 3)

PROPERTIES

AC Bonus (+2)

AC	COST
3	2939

Studded Leather Armor +3

Armor Type: Armor (Type 3)

PROPERTIES

AC Bonus (+3)

AC	COST
3	6827

Swordsman's Belt

Armor Type: Belt

PROPERTIES

Immunity: Damage Type: Slashing 10% Immunity Bonus

AC	COST
0	1563

Thayvian Circlet

Armor Type: Helmet

PROPERTIES

Ability Bonus: Intelligence +2
Saving Throw Bonus: Universal +1

AC	COST
0	9153

The Great Oak

Armor Type: Armor (Type 2)

PROPERTIES

AC Bonus +2
AC Bonus vs. Racial Group: Giant +4

AC	COST
2	13405

Thieves Hood

Armor Type: Helmet

PROPERTIES

Immunity: Miscellaneous: Poison
Immunity: Miscellaneous: Sneak Attack
Skill Bonus: Open Lock +2
Skill Bonus: Search +2
Use Limitation: Class: Rogue

AC	COST
0	6153

Tower Shield

Armor Type: Tower Shield

PROPERTIES

N/A

AC	COST
3	100

Tower Shield +1

Armor Type: Tower Shield

PROPERTIES

AC Bonus +1

AC	COST
3	756

Tower Shield +2

Armor Type: Tower Shield

PROPERTIES

AC Bonus +2

AC	COST
3	3024

Tower Shield +3

Armor Type: Tower Shield

PROPERTIES

AC Bonus +3

AC	COST
3	6912

Urchin Rags

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Uthgardt Holy Shield

Armor Type: Large Shield

PROPERTIES

Ability Bonus: Strength +2
AC Bonus +2
Decreased Ability Score: Charisma +2
Skill Bonus: Taunt +2

AC	COST
2	18746

Vagabond Rags

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
1	0

Veteran's Outfit

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Warrior's Tunic

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Watchman's Helm

Armor Type: Helmet

PROPERTIES

Light Normal (15m) Yellow
True Seeing

AC	COST
0	11563

White Dragon Armor

Armor Type: Armor (Type 6)

PROPERTIES

AC Bonus +3
Base Item Weight Reduction 80% of Weight
Damage Resistance: Cold Resist 20 / -

AC	COST
6	13232

White Robe of the Archmagi

Armor Type: Armor (Type 0)

PROPERTIES

AC Bonus +5
Bonus Feat: Spell Penetration
Saving Throw Bonus: Universal +1
Spell Resistance Bonus of 10 SR
Use Limitation: Alignment Group: Good
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

AC	COST
0	48442

Whiterone Armor +2

Armor Type: Armor (Type 7)

PROPERTIES

AC Bonus +2

AC	COST
7	3524

Wizard's Robe

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Wondrous Gloves

Armor Type: Gloves

PROPERTIES

Bonus Spell Slot of Level: Bard Level 0
Bonus Spell Slot of Level: Bard Level 1
Bonus Spell Slot of Level: Bard Level 2
Bonus Spell Slot of Level: Bard Level 3
Decreased Ability Score: Wisdom +1
Use Limitation: Class: Bard

AC	COST
0	4050

Woodsman's Outfit

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Additional Armor

The following pieces of armor comprise last-minute additions to the world of *Neverwinter Nights*.

Adventurer's Robe

Armor Type: Armor (Type 0)

PROPERTIES

Damage Reduction: +1 Soak 5 Damage
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

AC	COST
0	6251

Belt of Agility +1

Armor Type: Belt

PROPERTIES

Ability Bonus: Dexterity +1
Freedom of Movement

AC	COST
0	10241

Belt of Agility +2

Armor Type: Belt

PROPERTIES

Ability Bonus: Dexterity +2
Freedom of Movement

AC	COST
0	19361

Belt of Agility +3

Armor Type: Belt

PROPERTIES

Ability Bonus: Dexterity +3
Freedom of Movement

AC	COST
0	31361

Belt of Agility +4

Armor Type: Belt

PROPERTIES

Ability Bonus: Dexterity +4
Freedom of Movement

AC	COST
0	46241

Belt of Guiding Light

Armor Type: Belt

PROPERTIES

Immunity: Miscellaneous: Fear
Immunity: Miscellaneous: Immunity: Death Magic
Light Normal (15m) Purple
Skill Bonus: Lore +4

AC	COST
0	10113

Boots of Hardiness +1

Armor Type: Boots

PROPERTIES

Ability Bonus: Constitution +1
AC Bonus +1

AC	COST
0	4041

Boots of Hardiness +2

Armor Type: Boots

PROPERTIES

Ability Bonus: Constitution +2
AC Bonus +2

AC	COST
0	16893

Boots of Hardiness +3

Armor Type: Boots

PROPERTIES

Ability Bonus: Constitution +3
AC Bonus +3

AC	COST
0	38565

Cloak of Fortification +1

Armor Type: Cloak

PROPERTIES

AC Bonus +1
Immunity: Miscellaneous: Sneak Attack

AC	COST
0	3277

Cloak of Fortification +2

Armor Type: Cloak

PROPERTIES

AC Bonus +2
Immunity: Miscellaneous: Sneak Attack

AC	COST
0	7345

Cloak of Fortification +3

Armor Type: Cloak

PROPERTIES

AC Bonus +3
Immunity: Miscellaneous: Sneak Attack

AC	COST
0	13033

Curst Clothing

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Curst Leather Armor

Armor Type: Armor (Type 2)

PROPERTIES

N/A

AC	COST
2	10

Greater Battle Robe

Armor Type: Armor (Type 0)

PROPERTIES

AC Bonus vs. Alignment Group: Evil +2
Light Low (10m) Purple
Skill Bonus: Concentration +3
Skill Bonus: Spellcraft +3
Spell Resistance 14
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

AC	COST
0	11023

Greater Belt of Guiding Light

Armor Type: Belt

Properties

Immunity: Miscellaneous: Fear
Immunity: Miscellaneous: Immunity: Death Magic
Light Normal (15m) Purple
Skill Bonus: Lore +6
True Seeing

AC	Cost
0	41217

Greater Mask of Persuasion

Armor Type: Helmet

Properties

Ability Bonus: Charisma +2
Light Low (10m) Yellow
Skill Bonus: Concentration +1
Skill Bonus: Persuade +5

AC	Cost
0	11699

Gauntlets of Ogre Power

Armor Type: Gauntlet

Properties

Ability Bonus: Strength +2

AC	Cost
0	5761

Half-Celestial Full Plate

Armor Type: Armor (Type 8)

Properties

N/A

AC	Cost
8	1500

Half-Fiend Studded Leather Armor

Armor Type: Armor (Type 3)

Properties

N/A

AC	Cost
	2134

Horse Hair Helmet

Armor Type: Helmet

Properties

Skill Bonus: Concentration +1

AC	Cost
3	15

Improved Robes of the Shining Hand

Armor Type: Armor (Type 5)

Properties

Damage Reduction: +1 Soak 5 Damage
Damage Vulnerability: Sonic 100%
Damage Vulnerability
Decreased Skill Modifier: Concentration -4
Decreased Skill Modifier: Discipline -5
Decreased Skill Modifier: Listen -5
Regeneration +2
Use Limitation: Class: Monk

AC	Cost
5	4519

Lesser Belt of Guiding Light

Armor Type: Belt

Properties

Immunity: Miscellaneous: Fear
Light Normal (15m) Purple
Skill Bonus: Lore +2

AC	Cost
0	2690

Lesser Gauntlets of Ogre Power

Armor Type: Gauntlet

Properties

Ability Bonus: Strength +1

AC	Cost
0	1441

Mage's Battle Robe

Armor Type: Armor (Type 0)

Properties

Light Low (10m) Purple
Skill Bonus: Concentration +2
Skill Bonus: Spellcraft +2
Spell Resistance 10
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

AC	Cost
0	2118

Many-Studded Cloak

Armor Type: Cloak

Properties

Damage Resistance: Electrical Resist 10 / -
Damage Resistance: Fire Resist 10 / -
Light Low (10m) Blue
Skill Bonus: Concentration +2
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

AC	Cost
0	3862

Mask of Persuasion

Armor Type: Helmet

Properties

Ability Bonus: Charisma +1
Light Low (10m) Yellow
Skill Bonus: Concentration +1
Skill Bonus: Persuade +3

AC	Cost
0	3923

Master Adventurer's Robe

Armor Type: Armor (Type 0)

Properties

Damage Reduction: +3 Soak 10 Damage
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

AC	Cost
0	29161

Moonstone Mask

Armor Type: Helmet

Properties

Darkvision
Skill Bonus: Concentration +1
Skill Bonus: Listen +5
Skill Bonus: Search +5
Skill Bonus: Spot +5

AC	Cost
0	8529

Pot Helmet

Armor Type: Helmet

Properties

Skill Bonus: Concentration +1

AC	Cost
0	17

Revenant Chainmail +1

Armor Type: Armor (Type 5)

Properties

AC Bonus +1

AC	Cost
5	806

Robes of the Dark Moon

Armor Type: Armor (Type 0)

Properties

Decreased Skill Modifier: Concentration -4
Decreased Skill Modifier: Discipline -4
Decreased Skill Modifier: Move Silently -4
Haste
Use Limitation: Class: Monk

AC	Cost
0	6490

Robes of the Shining Hand

Armor Type: Armor (Type 0)

Properties

Damage Reduction: +1 Soak 5 Damage
Damage Vulnerability: Sonic 100%
Damage Vulnerability
Decreased Skill Modifier: Listen -4
Use Limitation: Class: Monk

AC	Cost
0	1520

Spike Helmet

Armor Type: Helmet

PROPERTIES

Skill Bonus: Concentration +1

AC	COST
0	17

Stag Helmet

Armor Type: Helmet

PROPERTIES

Skill Bonus: Concentration +1

AC	COST
0	17

Thayvian Circlet

Armor Type: Helmet

PROPERTIES

Ability Bonus: Intelligence +2
Saving Throw Bonus: Universal +1
Skill Bonus: Concentration +1

AC	COST
0	13289

Thieves Hood

Armor Type: Helmet

PROPERTIES

Immunity: Miscellaneous: Poison
Immunity: Miscellaneous: Sneak Attack
Skill Bonus: Concentration +1
Skill Bonus: Open Lock +2
Skill Bonus: Search +2
Use Limitation: Class: Rogue

AC	COST
0	6762

Vampire Clothing

Armor Type: Armor (Type 0)

PROPERTIES

N/A

AC	COST
0	1

Vampire Half-Plate

Armor Type: Armor (Type 7)

PROPERTIES

N/A

AC	COST
7	600

Vampire Studded Leather Armor

Armor Type: Armor (Type 3)

PROPERTIES

N/A

AC	COST
3	15

Watchman's Helm

Armor Type: Helmet

PROPERTIES

Light Normal (15m) Yellow
Skill Bonus: Concentration +1
True Seeing

AC	COST
0	12393

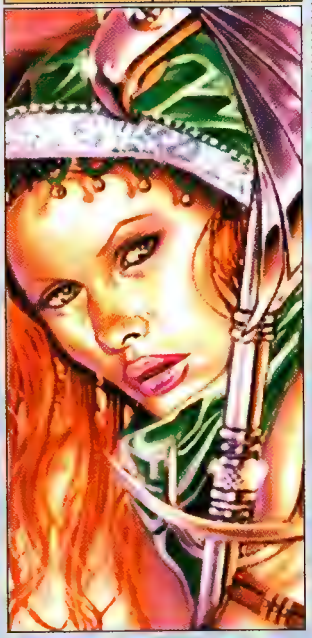
Winged Helmet

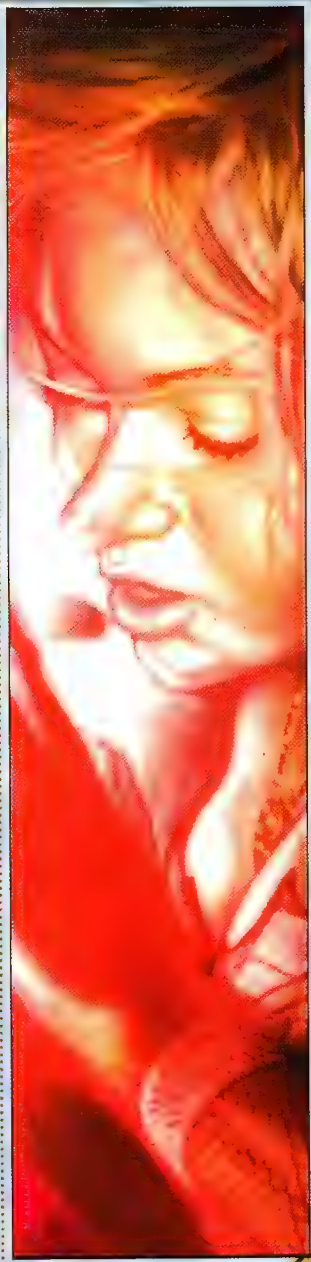
Armor Type: Helmet

PROPERTIES

Skill Bonus: Concentration +1

AC	COST
0	17





Items

Ale

PROPERTIES

Cast Spell: Alcohol, Beer Single Use

COST 2

Alexandrite

PROPERTIES

N/A

COST 145

Amethyst

PROPERTIES

N/A

COST 40

Amulet of Acid Resistance

PROPERTIES

Damage Resistance: Acid Resist 20 / -

COST 621

Amulet of Cold Resistance

PROPERTIES

Damage Resistance: Cold Resist 20 / -

COST 811

Amulet of Health

PROPERTIES

Immunity: Miscellaneous: Disease
Immunity: Miscellaneous: Level/Ability Drain
Immunity: Miscellaneous: Poison

COST 12251

Amulet of Electrical Resistance

PROPERTIES

Damage Resistance: Electrical Resist 20 / -

COST 1026

Amulet of Fire Resistance

PROPERTIES

Damage Resistance: Fire Resist 20 / -

COST 1266

Amulet of Natural Armor +1

PROPERTIES

AC Bonus +1

COST 657

Amulet of Natural Armor +2

PROPERTIES

AC Bonus +2

COST 2925

Amulet of Natural Armor +3

PROPERTIES

AC Bonus +3

COST 6813

Amulet of Natural Armor +4

PROPERTIES

AC Bonus +4

COST 12321

Amulet of Natural Armor +5

PROPERTIES

AC Bonus +5

COST 19449

Amulet of Power

PROPERTIES

Bonus Feat: Spell Penetration
Bonus Spell Slot of Level: Wizard Level 3
Bonus Spell Slot of Level: Wizard Level 4
Bonus Spell Slot of Level: Wizard Level 5
Use Limitation: Class: Wizard

COST 19141

Amulet of the Long Death +1

PROPERTIES

Ability Bonus: Constitution +1
Spell Resistance Bonus of 10 SR

COST 3516

Amulet of the Long Death +3

PROPERTIES

Ability Bonus: Constitution +3
Spell Resistance Bonus of 10 SR

COST 18276

Amulet of the Master

PROPERTIES

Skill Bonus: Disable Trap +6
Skill Bonus: Lore +6
Skill Bonus: Open Lock +6
Skill Bonus: Persuade +6
Skill Bonus: Search +6
Spell Resistance 20

COST 44356

Amulet of the Red Tiger Tribe +1

PROPERTIES

Ability Bonus: Strength +1
Immunity: Miscellaneous: Sneak Attack

COST 4841

Amulet of the Red Tiger Tribe +3

PROPERTIES

Ability Bonus: Strength +3
Immunity: Miscellaneous: Sneak Attack

COST 21161

Amulet of the Silent Lord +4

PROPERTIES

Ability Bonus: Constitution +5
Immunity: Miscellaneous: Level/Ability Drain
Spell Resistance Bonus of 10 SR

COST 48651

Amulet of the Uthgardt +4

PROPERTIES

Ability Bonus: Strength +5
Freedom of Movement
Immunity: Miscellaneous: Sneak Attack

COST 44891

Amulet of Will +1

PROPERTIES

Saving Throw Bonus: Specific: Will +1

COST 343

Amulet of Will +2

PROPERTIES

Saving Throw Bonus: Specific: Will +2

COST 1526

Amulet of Will +3

PROPERTIES

Saving Throw Bonus: Specific: Will +3

COST 3554

Amulet of Will +4

PROPERTIES

Saving Throw Bonus: Specific: Will +4

COST 6427

Amulet of Will +5

PROPERTIES

Saving Throw Bonus: Specific: Will +5

COST 10145

Aventurine

PROPERTIES

N/A

COST 20

Average Acid Splash Trap Kit

PROPERTIES

Trap: Average Acid Splash

COST 79

Average Blob of Acid Trap Kit

PROPERTIES

Trap: Average Blob of Acid

COST 490

Average Electrical Trap Kit

PROPERTIES

Trap: Average Electrical

COST 1588

Average Fire Trap Kit

PROPERTIES

Trap: Average Fire

COST 961

Average Frost Trap Kit

PROPERTIES

Trap: Average Frost

COST 79

Average Gas Trap Kit

PROPERTIES

Trap: Average Gas

COST 3063

Average Holy Trap Kit

PROPERTIES

Trap: Average Holy

COST 123

Average Negative Trap Kit

PROPERTIES

Trap: Average Negative

COST 123

Average Sonic Trap Kit

PROPERTIES

Trap: Average Sonic

COST 79

Average Spike Trap Kit

PROPERTIES

Trap: Average Spike

COST 20

Average Tangle Trap Kit

PROPERTIES

Trap: Average Tangle

COST 241

Bag of Holding

PROPERTIES

Enhanced Container: Reduced Weight Content Weight: -100%

COST 2265

Copper Necklace

PROPERTIES

N/A

COST 100

Copper Ring

PROPERTIES

N/A

COST 24

Deadly Acid Splash Trap Kit

PROPERTIES

Trap: Deadly Acid Splash

COST 314

Deadly Blob of Acid Trap Kit

PROPERTIES

Trap: Deadly Blob of Acid

COST 1960

Deadly Electrical Trap Kit

PROPERTIES

Trap: Deadly Electrical

COST 6351

Deadly Fire Trap Kit

PROPERTIES

Trap: Deadly Fire

COST 3842

Deadly Frost Trap Kit

PROPERTIES

Trap: Deadly Frost

COST 314

Deadly Gas Trap Kit

PROPERTIES

Trap: Deadly Gas

COST 12251

Deadly Holy Trap Kit

PROPERTIES

Trap: Deadly Holy

COST 490

Deadly Negative Trap Kit

PROPERTIES

Trap: Deadly Negative

COST 490

Deadly Sonic Trap Kit

PROPERTIES

Trap: Deadly Sonic

COST 314

Deadly Spike Trap Kit

PROPERTIES

Trap: Deadly Spike

COST 4079

Deadly Tangle Trap Kit

PROPERTIES

Trap: Deadly Tangle

COST 961

Diamond

PROPERTIES

N/A

COST 2000

Emerald

PROPERTIES

N/A

COST 4000

Fire Agate

PROPERTIES

N/A

COST 10

Fire Opal

PROPERTIES

N/A

COST 1500

Fluorspar

PROPERTIES

N/A

COST 50

Garnet

PROPERTIES

N/A

COST 120

Glittering Necklace

PROPERTIES

Light Normal (15m) White

COST 161

Gold Necklace

PROPERTIES

N/A

COST 2800

Gold Piece

PROPERTIES

N/A

COST 0

Gold Ring

PROPERTIES

N/A

COST 499

Greater Amulet of Health

PROPERTIES

Immunity: Miscellaneous: Disease
Immunity: Miscellaneous: Level/Ability Drain
Immunity: Miscellaneous: Poison
Regeneration +2

COST 32320

Greenstone

PROPERTIES

N/A

COST 7

Healer's Kit +1

PROPERTIES

Healer's Kit +1

COST 51

Healer's Kit +3

PROPERTIES

Healer's Kit +3

COST 61

Healer's Kit +6

PROPERTIES

Healer's Kit +6

COST 91

Healer's Kit +10

PROPERTIES

Healer's Kit +10

COST 172

Instrument of the Winds

PROPERTIES

Cast Spell: Elemental Swarm (17) (5 Charges/Use)

COST 51637

Lantanese Ring +1

PROPERTIES

Ability Bonus: Charisma +1
Regeneration +1

COST 6245

Lantanese Ring +3

PROPERTIES

Ability Bonus: Charisma +3
Regeneration +1

COST 26855

Large Box

PROPERTIES

N/A

COST 15

Lesser Amulet of Health

PROPERTIES

Immunity: Miscellaneous: Disease
Immunity: Miscellaneous: Poison

COST 4001

Lesser Amulet of the Master

PROPERTIES

Skill Bonus: Disable Trap +2
Skill Bonus: Lore +2
Skill Bonus: Open Lock +2
Skill Bonus: Persuade +2
Skill Bonus: Search +2
Spell Resistance 12

COST 4410

Lesser Ring of Power

PROPERTIES

Damage Resistance: Cold Resist 5 / -
Damage Resistance: Electrical Resist 5 / -
Damage Resistance: Fire Resist 5 / -
Regeneration +1

COST 5241

Magic Bag

PROPERTIES

Enhanced Container: Reduced Weight Content Weight: -20%

COST 265

Magic Bag

PROPERTIES

Enhanced Container: Reduced Weight Content Weight: -40%

COST 577

Magic Bag

PROPERTIES

Enhanced Container: Reduced Weight Content Weight: -60%

COST 1015

Magic Bag

PROPERTIES

Enhanced Container: Reduced Weight Content Weight: -80%

COST 1577

Malachite

PROPERTIES

N/A

COST 8

Minor Acid Splash Trap Kit

PROPERTIES

Trap: Minor Acid Splash

COST 26

Minor Blob of Acid Trap Kit

PROPERTIES

Trap: Minor Blob of Acid

COST 161

Minor Electrical Trap Kit

PROPERTIES

Trap: Minor Blob of Acid

COST 519

Minor Fire Trap Kit

PROPERTIES

Trap: Minor Fire

COST 314

Minor Frost Trap Kit

PROPERTIES

Trap: Minor Frost

COST 26

Minor Gas Trap Kit

PROPERTIES

Trap: Minor Gas

COST 1001

Minor Holy Trap Kit

PROPERTIES

Trap: Minor Holy

COST 41

Minor Negative Trap Kit

PROPERTIES

Trap: Minor Negative

COST 41

Minor Sonic Trap Kit

PROPERTIES

Trap: Minor Sonic

COST 26

Minor Spike Trap Kit

PROPERTIES

Trap: Minor Spike

COST 7

Minor Tangle Trap Kit

PROPERTIES

Trap: Minor Tangle

COST 79

Necklace of Prayer Beads

PROPERTIES

Cast Spell: Bless (2) 0 Charges/Use
Cast Spell: Cure Serious Wounds (5) 3 Charges/Use
Cast Spell: Remove Blindness/Deafness (5) 3 Charges/Use
Cast Spell: Remove Disease (5) 3 Charges/Use
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Paladin
Use Limitation: Class: Ranger

COST 14033

Pendant of the Elf +1

PROPERTIES

Ability Bonus: Dexterity +1
Darkvision

COST 4841

Pendant of the Elf +3

PROPERTIES

Ability Bonus: Dexterity +3
Darkvision

COST 21161

Pendant of the Elf +4

PROPERTIES

Ability Bonus: Dexterity +5
Darkvision
Immunity: Miscellaneous: Mind-Affecting Spells

COST 49001

Periapt of Wisdom +1

PROPERTIES

Ability Bonus: Wisdom +1

COST 1441

Periapt of Wisdom +2

PROPERTIES

Ability Bonus: Wisdom +2

COST 5761

Periapt of Wisdom +3

PROPERTIES

Ability Bonus: Wisdom +3

COST 12961

Periapt of Wisdom +4

PROPERTIES

Ability Bonus: Wisdom +4

COST 23041

Periapt of Wisdom +5

PROPERTIES

Ability Bonus: Wisdom +5

COST 36001

Phenalope

PROPERTIES

N/A

COST 20

Potion of Aid

PROPERTIES

Cast Spell: Aid (3) Single Use

COST 120

Potion of Antidote

PROPERTIES

Cast Spell: Neutralize Poison (5) Single Use

COST 300

Potion of Barkskin

PROPERTIES

Cast Spell: Barkskin (3) Single Use

COST 80

Potion of Bless

PROPERTIES

Cast Spell: Bless (2) Single Use

COST 40

Potion of Bull's Strength

PROPERTIES

Cast Spell: Bull's Strength (3) Single Use

COST 120

Potion of Cat's Grace

PROPERTIES

Cast Spell: Cat's Grace (3) Single Use

COST 120

Potion of Clarity

PROPERTIES

Cast Spell: Clarity (3) Single Use

COST 120

Potion of Cure Critical Wounds

PROPERTIES

Cast Spell: Cure Critical Wounds (7) Single Use

COST 280

Potion of Cure Light Wounds

PROPERTIES

Cast Spell: Cure Light Wounds (2) Single Use

COST 20

Potion of Cure Moderate Wounds

PROPERTIES

Cast Spell: Cure Moderate Wounds (3) Single Use

COST 33

Potion of Cure Serious Wounds

PROPERTIES

Cast Spell: Cure Serious Wounds (5) Single Use

COST 66

Potion of Eagle's Splendor

PROPERTIES

Cast Spell: Eagle's Splendor (3) Single Use

COST 120

Potion of Endurance

PROPERTIES

Cast Spell: Endurance (3) Single Use

COST 120

Potion of Fox's Cunning

PROPERTIES

Cast Spell: Fox's Cunning (3) Single Use

COST 120

Potion of Heal

PROPERTIES

Cast Spell: Heal (11) Single Use

COST 1320

Potion of Invisibility

PROPERTIES

Cast Spell: Invisibility (3) Single Use

COST 120

Potion of Lesser Restoration

PROPERTIES

Cast Spell: Lesser Restoration (3) Single Use

COST 120

Potion of Lore

PROPERTIES

Cast Spell: Identify (3) Single Use

COST 120

Potion of Owl's Wisdom

PROPERTIES

Cast Spell: Owl's Wisdom (3) Single Use

COST 120

Potion of Speed

PROPERTIES

Cast Spell: Haste (5) Single Use

COST 300

Prophyro's Ring +4

PROPERTIES

Ability Bonus: Charisma +5
AC Bonus +1
Regeneration +1

COST 55196

Quartz Crystal

PROPERTIES

N/A

COST 10

Ring of Clear Thought +1

PROPERTIES

Ability Bonus: Intelligence +1

COST 1801

Ring of Clear Thought +2

PROPERTIES

Ability Bonus: Intelligence +2

COST 7201

Ring of Clear Thought +3

PROPERTIES

Ability Bonus: Intelligence +3

COST 16201

Ring of Clear Thought +4

PROPERTIES

Ability Bonus: Intelligence +4

COST 28801

Ring of Clear Thought +5

PROPERTIES

Ability Bonus: Intelligence +5

COST 45001

Ring of Crimson

PROPERTIES

Light Normal (15m) Red

COST 201

Ring of Cyan

PROPERTIES

Light Normal (15m) Blue

COST 201

Ring of Elemental Resistance

PROPERTIES

Damage Resistance: Acid Resist 15 / -
Damage Resistance: Cold Resist 15 / -
Damage Resistance: Electrical Resist 15 / -
Damage Resistance: Fire Resist 15 / -

COST 11063

Ring of Fortitude +1

PROPERTIES

Saving Throw Bonus: Specific: Fortitude +1

COST 428

Ring of Fortitude +2

PROPERTIES

Saving Throw Bonus: Specific: Fortitude +2

COST 1907

Ring of Fortitude +3

PROPERTIES

Saving Throw Bonus: Specific: Fortitude +3

COST 4442

Ring of Fortitude +4

PROPERTIES

Saving Throw Bonus: Specific: Fortitude +4

COST 8033

Ring of Fortitude +5

PROPERTIES

Saving Throw Bonus: Specific: Fortitude +5

COST 12681

Ring of Holiness

PROPERTIES

Bonus Spell Slot of Level: Cleric Level 0
Bonus Spell Slot of Level: Cleric Level 1
Bonus Spell Slot of Level: Cleric Level 2
Bonus Spell Slot of Level: Cleric Level 3
Bonus Spell Slot of Level: Cleric Level 4
Use Limitation: Class: Cleric

COST 13407

Ring of Insight

PROPERTIES

Skill Bonus: Lore +5

COST 450

Ring of Invisibility

PROPERTIES

Cast Spell: Invisibility (3) 3 Uses/Day

COST 6470

Ring of Jade

PROPERTIES

Light Normal (15m) Green

COST 201

Ring of Magic Defences

PROPERTIES

Cast Spell: Dispel Magic (5) 1 Use/Day
Skill Bonus: Spellcraft +2
Spell Resistance Bonus of 14 SR

COST 11598

Ring of Power

PROPERTIES

Damage Resistance: Cold Resist 10 / -
Damage Resistance: Electrical Resist 10 / -
Damage Resistance: Fire Resist 10 / -
Freedom of Movement
Regeneration +3

COST 67712

Ring of Protection +1

PROPERTIES

AC Bonus +1

COST 821

Ring of Protection +2

PROPERTIES

AC Bonus +2

COST 3656

Ring of Protection +3

PROPERTIES

AC Bonus +3

COST 8516

Ring of Protection +4

PROPERTIES

AC Bonus +4

COST 15401

Ring of Protection +5

PROPERTIES

AC Bonus +5

COST 24311

Ring of Regeneration

PROPERTIES

Regeneration +4

COST 25145

Ring of Scholars

PROPERTIES

Light Normal (15m) White
Skill Bonus: Lore +5

COST 1251

Ring of Resistance +1

PROPERTIES

Light Normal (15m) Orange
Saving Throw Bonus: Universal +1

COST 2907

Ring of Resistance +2

PROPERTIES

Light Normal (15m) Orange
Saving Throw Bonus: Universal +2

COST 9626

Ring of Resistance +3

PROPERTIES

Light Normal (15m) Orange
Saving Throw Bonus: Universal +3

COST 20251

Ring of the Rogue +1

PROPERTIES

Ability Bonus: Dexterity +1
Skill Bonus: Disable Trap +1
Skill Bonus: Open Lock +1

COST 2592

Ring of the Rogue +3

PROPERTIES

Ability Bonus: Dexterity +3
Skill Bonus: Disable Trap +2
Skill Bonus: Open Lock +2

COST 20808

Ring of the Rogue +4

PROPERTIES

Ability Bonus: Dexterity +5
Skill Bonus: Disable Trap +2
Skill Bonus: Hide +2
Skill Bonus: Move Silently +2
Skill Bonus: Open Lock +2
Skill Bonus: Pick Pocket +2

COST 45000

Ring of the Wood Elves

PROPERTIES

Spell Resistance (Bonus of 20 SR)

COST 11705

Ruby

PROPERTIES

N/A

COST 3000

Saintsblood Pearl

PROPERTIES

Cast Spell: Cure Critical Wounds (7) 4 Charges/Use
Cast Spell: Cure Light Wounds (2) 1 Charge/Use
Cast Spell: Cure Moderate Wounds (3) 2 Charges/Use
Cast Spell: Cure Serious Wounds (5) 3 Charges/Use
Cast Spell: Restoration (7) 5 Charges/Use

COST 15439

Sapphire

PROPERTIES

N/A

COST 1000

Scabbard of Blessing

PROPERTIES

Cast Spell: Aid (3) 3 Uses/Day
Cast Spell: Bless (2) 3 Uses/Day

COST 6469

Scarab of Protection +1

PROPERTIES

Saving Throw Bonus: Universal +1

COST 1266

Scroll of Bestow Curse

Cast Spell: Bestow Curse (11) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Cost: 300

Scarab of Protection +2

Saving Throw Bonus: Universal +2

Cost: 5641

Scarab of Protection +3

Saving Throw Bonus: Universal +3

Cost: 13141

Scarab of Protection +4

Saving Throw Bonus: Universal +4

Cost: 23766

Scarab of Protection +5

Saving Throw Bonus: Universal +5

Cost: 37516

Scroll of Acid Fog

Cast Spell: Acid Fog (11) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Cost: 1320

Scroll of Animate Dead

Cast Spell: Animate Dead (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

Cost: 300

Scroll of Blindness / Deafness

PROPERTIES

Cast Spell: Blindness/Deafness (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Bull's Strength

PROPERTIES

Cast Spell: Bull's Strength (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Burning Hands

PROPERTIES

Cast Spell: Burning Hands (2) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 40

Scroll of Cat's Grace

PROPERTIES

Cast Spell: Cat's Grace (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Chain Lightning

PROPERTIES

Cast Spell: Chain Lightning (11) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1320

Scroll of Charm Monster

PROPERTIES

Cast Spell: Charm Monster (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Charm Person

PROPERTIES

Cast Spell: Charm Person (2) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 13

Scroll of Charm Person or Animal

PROPERTIES

Cast Spell: Charm Person or Animal (3) Single Use
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Paladin

COST 40

Scroll of Circle of Death

PROPERTIES

Cast Spell: Circle of Death (11) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1320

Scroll of Clairaudience & Clairvoyance

PROPERTIES

Cast Spell: Clairaudience/Clairvoyance (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Clarity

PROPERTIES

Cast Spell: Clarity (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Cloudkill

PROPERTIES

Cast Spell: Cloudkill (9) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 900

Scroll of Color Spray

PROPERTIES

Cast Spell: Color Spray (2) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 40

Scroll of Cone of Cold

PROPERTIES

Cast Spell: Cone of Cold (9) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 667

Scroll of Confusion

PROPERTIES

Cast Spell: Confusion (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Contagion

PROPERTIES

Cast Spell: Contagion (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Control Undead

PROPERTIES

Cast Spell: Control Undead (13) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1821

Scroll of Darkness

PROPERTIES

Cast Spell: Darkness (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Daze

PROPERTIES

Cast Spell: Daze (1) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 10

Scroll of Delayed Blast Fireball

PROPERTIES

Cast Spell: Delayed Blast Fireball (13) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 2134

Scroll of Dismissal

PROPERTIES

Cast Spell: Dismissal (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 560

Scroll of Dispel Magic

PROPERTIES

Cast Spell: Dispel Magic (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Dominate Monster

PROPERTIES

Cast Spell: Dominate Monster (17) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 3061

Scroll of Dominate Person

PROPERTIES

Cast Spell: Dominate Person (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 560

Scroll of Eagle's Splendor

PROPERTIES

Cast Spell: Eagle's Splendor (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Elemental Shield

PROPERTIES

Cast Spell: Elemental Shield (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 560

Scroll of Endurance

PROPERTIES

Cast Spell: Endurance (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Endure Elements

PROPERTIES

Cast Spell: Endure Elements (2) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 40

Scroll of Energy Drain

PROPERTIES

Cast Spell: Energy Drain (17) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 3061

Scroll of Enervation

PROPERTIES

Cast Spell: Enervation (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 560

Scroll of Ethereal Visage

PROPERTIES

Cast Spell: Ethereal Visage (9) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 900

Scroll of Fear

PROPERTIES

Cast Spell: Fear (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Feeblemind

PROPERTIES

Cast Spell: Feeblemind (9) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 900

Scroll of Finger of Death

PROPERTIES

Cast Spell: Finger of Death (13) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1821

Scroll of Fireball

PROPERTIES

Cast Spell: Fireball (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Flame Arrow

PROPERTIES

Cast Spell: Flame Arrow (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Fox's Cunning

PROPERTIES

Cast Spell: Fox's Cunning (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Gate

PROPERTIES

Cast Spell: Gate (17) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 3061

Scroll of Ghostly Visage

PROPERTIES

Cast Spell: Ghostly Visage (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Ghoul Touch

PROPERTIES

Cast Spell: Ghoul Touch (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Globe of Invulnerability

PROPERTIES

Cast Spell: Globe of Invulnerability (11) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1320

Scroll of Grease

PROPERTIES

Cast Spell: Grease (2) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 40

Scroll of Greater Dispelling

PROPERTIES

Cast Spell: Greater Dispelling (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 700

Scroll of Greater Planar Binding

PROPERTIES

Cast Spell: Greater Planar Binding (15) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 2401

Scroll of Greater Restoration

PROPERTIES

Cast Spell: Greater Restoration (13) Single Use
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Paladin

COST 1821

Scroll of Greater Shadow Conjuration

PROPERTIES

Cast Spell: Greater Shadow Conjuration (9) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 900

Scroll of Greater Spell Breach

PROPERTIES

Cast Spell: Greater Spell Breach (11) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1320

Scroll of Greater Spell Mantle

PROPERTIES

Cast Spell: Greater Spell Mantle (17) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 3061

Scroll of Greater Stoneskin

PROPERTIES

Cast Spell: Greater Stoneskin (11) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1320

Scroll of Haste

PROPERTIES

Cast Spell: Haste (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Hold Monster

PROPERTIES

Cast Spell: Hold Monster (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 560

Scroll of Hold Person

PROPERTIES

Cast Spell: Hold Person (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Horrid Wilting

PROPERTIES

Cast Spell: Horrid Wilting (15) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 2401

Scroll of Identify

PROPERTIES

Cast Spell: Identify (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Improved Invisibility

PROPERTIES

Cast Spell: Improved Invisibility (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 560

Scroll of Incendiary Cloud

PROPERTIES

Cast Spell: Greater Planar Binding (15) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 2401

Scroll of Invisibility

PROPERTIES

Cast Spell: Invisibility (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Invisibility Sphere

PROPERTIES

Cast Spell: Invisibility Sphere (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Knock

PROPERTIES

Cast Spell: Knock (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Lesser Dispel

PROPERTIES

Cast Spell: Lesser Dispel (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Lesser Mind Blank

PROPERTIES

Cast Spell: Lesser Mind Blank (9) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 900

Scroll of Lesser Planar Binding

PROPERTIES

Cast Spell: Lesser Planar Binding (9) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 900

Scroll of Lesser Restoration

PROPERTIES

Cast Spell: Lesser Restoration (3) Single Use
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Paladin

COST 120

Scroll of Lesser Spell Breach

PROPERTIES

Cast Spell: Lesser Spell Breach (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 560

Scroll of Lesser Spell Mantle

PROPERTIES

Cast Spell: Lesser Spell Mantle (9) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 900

Scroll of Light

PROPERTIES

Cast Spell: Light (1) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 10

Scroll of Lightning Bolt

PROPERTIES

Cast Spell: Lightning Bolt (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Mage Armor

PROPERTIES

Cast Spell: Mage Armor (2) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 40

Scroll of Magic Circle against Alignment

PROPERTIES

Cast Spell: Magic Circle against Alignment (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Magic Missile

PROPERTIES

Cast Spell: Magic Missile (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 26

Scroll of Mass Blindness / Deafness

PROPERTIES

Cast Spell: Mass Blindness/Deafness (15) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 2401

Scroll of Mass Charm

PROPERTIES

Cast Spell: Mass Charm (15) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 2401

Scroll of Mass Haste

PROPERTIES

Cast Spell: Mass Haste (11) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1320

Scroll of Melf's Acid Arrow

PROPERTIES

Cast Spell: Melf's Acid Arrow (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Meteor Swarm

PROPERTIES

Cast Spell: Meteor Swarm (17) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 3061

Scroll of Mind Blank

PROPERTIES

Cast Spell: Mind Blank (15) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 2401

Scroll of Mind Fog

PROPERTIES

Cast Spell: Mind Fog (9) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 900

Scroll of Minor Globe of Invulnerability

PROPERTIES

Cast Spell: Minor Globe of Invulnerability (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 560

Scroll of Mordenkainen's Disjunction

PROPERTIES

Cast Spell: Mordenkainen's Disjunction (17) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1821

Scroll of Mordenkainen's Sword

PROPERTIES

Cast Spell: Mordenkainen's Sword (13) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1821

Scroll of Negative Energy Burst

PROPERTIES

Cast Spell: Negative Energy Burst (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 500

Scroll of Negative Energy Ray

PROPERTIES

Cast Spell: Negative Energy Ray (1) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 20

Scroll of Neutralize Poison

PROPERTIES

Cast Spell: Neutralize Poison (5) Single Use
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Paladin

COST 300

Scroll of Owl's Wisdom

PROPERTIES

Cast Spell: Owl's Wisdom (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Phantasmal Killer

PROPERTIES

Cast Spell: Phantasmal Killer (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 560

Scroll of Planar Binding

PROPERTIES

Cast Spell: Planar Binding (11) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1320

Scroll of Polymorph Self

PROPERTIES

Cast Spell: Polymorph Self (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 560

Scroll of Power Word, Kill

PROPERTIES

Cast Spell: Power Word, Kill (17) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 3061

Scroll of Power Word, Stun

PROPERTIES

Cast Spell: Power Word, Stun (13) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1821

Scroll of Premonition

PROPERTIES

Cast Spell: Premonition (15) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 2401

Scroll of Prismatic Spray

PROPERTIES

Cast Spell: Prismatic Spray (13) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1821

Scroll of Protection from Alignment

PROPERTIES

Cast Spell: Protection from Alignment (2) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 40

Scroll of Protection from Elements

PROPERTIES

Cast Spell: Protection from Elements (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 180

Scroll of Protection from Spells

PROPERTIES

Cast Spell: Protection from Spells (13) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1821

Scroll of Raise Dead

PROPERTIES

CCast Spell: Raise Dead (9) Single Use
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Paladin

COST 900

Scroll of Ray of Enfeeblement

PROPERTIES

Cast Spell: Ray of Enfeeblement (2) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 40

Scroll of Ray of Frost

PROPERTIES

Cast Spell: Ray of Frost (1) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 2

Scroll of Remove Blindness / Deafness

PROPERTIES

Cast Spell: Remove Blindness/Deafness (5) Single Use
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Paladin

COST 300

Scroll of Remove Curse

PROPERTIES

Cast Spell: Remove Curse (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Remove Disease

PROPERTIES

Cast Spell: Remove Disease (5) Single Use
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Paladin

COST 200

Scroll of Resist Elements

PROPERTIES

Cast Spell: Resist Elements (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Resistance

PROPERTIES

Cast Spell: Resistance (2) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 40

Scroll of Restoration

PROPERTIES

Cast Spell: Restoration (7) Single Use
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Paladin

COST 560

Scroll of Resurrection

PROPERTIES

Cast Spell: Resurrection (13) Single Use
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Paladin

COST 1821

Scroll of Scare

PROPERTIES

Cast Spell: Scare (2) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 40

Scroll of See Invisibility

PROPERTIES

Cast Spell: See Invisibility (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Shades

PROPERTIES

Cast Spell: Shades (11) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1320

Scroll of Shadow Conjuration

PROPERTIES

Cast Spell: Shadow Conjuration (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 560

Scroll of Shapechange

PROPERTIES

Cast Spell: Shapechange (17) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 3061

Scroll of Silence

PROPERTIES

Cast Spell: Silence (3) Single Use
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Paladin

COST 120

Scroll of Sleep

PROPERTIES

Cast Spell: Sleep (2) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 40

Scroll of Slow

PROPERTIES

Cast Spell: Slow (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Sound Burst

PROPERTIES

Cast Spell: Sound Burst (3) Single Use
Use Limitation: Class: Cleric
Use Limitation: Class: Druid
Use Limitation: Class: Paladin

COST 120

Scroll of Spell Mantle

PROPERTIES

Cast Spell: Spell Mantle (13) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1821

Scroll of Stinking Cloud

PROPERTIES

Cast Spell: Stinking Cloud (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Stoneskin

PROPERTIES

Cast Spell: Stoneskin (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 560

Scroll of Summon Creature I

PROPERTIES

Cast Spell: Summon Creature I (2) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 40

Scroll of Summon Creature II

PROPERTIES

Cast Spell: Summon Creature II (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Summon Creature III

PROPERTIES

Cast Spell: Summon Creature III (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 300

Scroll of Summon Creature IV

PROPERTIES

Cast Spell: Summon Creature IV (7) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 560

Scroll of Summon Creature V

PROPERTIES

Cast Spell: Summon Creature V (9) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 900

Scroll of Summon Creature VI

PROPERTIES

Cast Spell: Summon Creature VI (11) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1320

Scroll of Summon Creature VII

PROPERTIES

Cast Spell: Summon Creature VII (13) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1821

Scroll of Summon Creature VIII

PROPERTIES

Cast Spell: Summon Creature VIII (15) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 2401

Scroll of Summon Creature IX

PROPERTIES

Cast Spell: Summon Creature IX (17) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 3061

Scroll of Tenser's Transformation

PROPERTIES

Cast Spell: Tenser's Transformation (11) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 1320

Scroll of Time Stop

PROPERTIES

Cast Spell: Time Stop (17) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 3061

Scroll of True Seeing

PROPERTIES

Cast Spell: True Seeing (9) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 900

Scroll of Ultravision

PROPERTIES

Cast Spell: Ultravision (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Vampiric Touch

PROPERTIES

Cast Spell: Lightning Bolt (5) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 200

Scroll of Wail of the Banshee

PROPERTIES

Cast Spell: Wail of the Banshee (17) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 3061

Scroll of Wall of Fire

PROPERTIES

Cast Spell: Wall of Fire (9) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 720

Scroll of Web

PROPERTIES

Cast Spell: Web (3) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 120

Scroll of Weird

PROPERTIES

Cast Spell: Weird (17) Single Use
Use Limitation: Class: Bard
Use Limitation: Class: Sorcerer
Use Limitation: Class: Wizard

COST 3061

Silver Necklace

PROPERTIES

N/A

COST 500

Silver Ring

PROPERTIES

N/A

COST 124

Spirits

PROPERTIES

Cast Spell: Alcohol, Spirits Single Use

COST 6

Strong Acid Splash Trap Kit

PROPERTIES

Trap: Strong Acid Splash

COST 130

Strong Blob of Acid Trap Kit

PROPERTIES

Trap: Strong Blob of Acid

COST 810

Strong Electrical Trap Kit

PROPERTIES

Trap: Strong Electrical

COST 2625

Strong Fire Trap Kit

PROPERTIES

Trap: Strong Fire

COST 1588

Strong Frost Trap Kit

PROPERTIES

Trap: Strong Frost

COST 130

Strong Gas Trap Kit

PROPERTIES

Trap: Strong Gas

COST 5063

Strong Holy Trap Kit

PROPERTIES

Trap: Strong Holy

COST 203

Strong Negative Trap Kit

PROPERTIES

Trap: Strong Negative

COST 203

Strong Sonic Trap Kit

PROPERTIES

Trap: Strong Sonic

COST 130

Strong Spike Trap Kit

PROPERTIES

Trap: Strong Spike

COST 33

Strong Tangle Trap Kit

PROPERTIES

Trap: Strong Tangle

COST 397

Talisman of Pure Evil

PROPERTIES

Ability Bonus: Charisma +3
Ability Bonus: Wisdom +3
Spell Resistance Bonus of 12 SR
Use Limitation: Alignment Group: Evil

COST 65611

Talisman of Pure Good

PROPERTIES

Ability Bonus: Charisma +3
Ability Bonus: Wisdom +3
Spell Resistance Bonus of 12 SR
Use Limitation: Alignment Group: Good

COST 65611

Thieves' Tools +1

PROPERTIES

Thieves' Tools +1

COST 15

Thieves' Tools +3

PROPERTIES

Thieves' Tools +3

COST 140

Thieves' Tools +6

PROPERTIES

Thieves' Tools +6

COST 562

Thieves' Tools +10

PROPERTIES

Thieves' Tools +10

COST 1562

Topaz

PROPERTIES

N/A

COST 250

Torch

PROPERTIES

Light Low (10m) Yellow

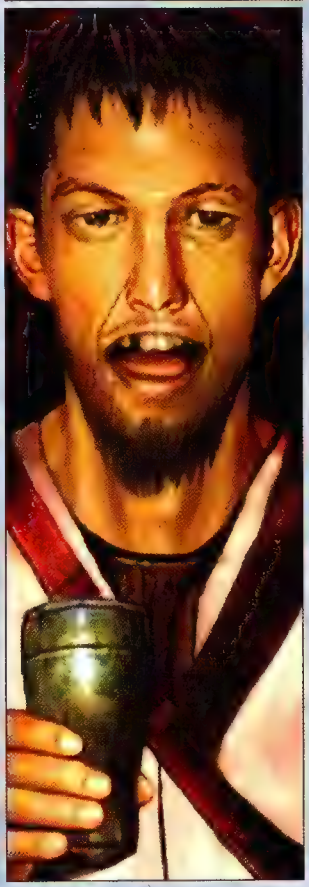
COST 2

Wine

PROPERTIES

Cast Spell: Alcohol, Wine Single Use

COST 4



Chapter 1: Quick Start

1 Bad Times at the Blackgrove Inn

The forest is dense, rain is pounding, and the road is in poor shape. Nocturnal predators roam the dark woods, but the party presses on, focusing on the hot meals and soft beds said to await in the Blackgrove Inn.

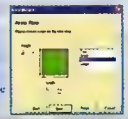
Someone spots a campfire, and the party spots an elderly pair huddling near the entrance of a long abandoned ruins. "You must help us," they plead. "They killed everyone in the Inn. We barely escaped with our lives." You can see the flickering lights of the Inn in the distance, and hear the distant screams of the customers who weren't so lucky.

A little simplistic and maybe a tad trite, but we're here to learn the basics and that's as good a place to start as any. Let's make it happen.

2 Using The Area Editor

Select "Toolset" from the *Neverwinter Nights* main menu, and select "Create a New Module" from the Welcome menu. The **Module Creation Wizard** should pop up automatically. Hit "Next," pick a name for your sample adventure, and continue on to the next window. The "Area Wizard" button will let you pick the size and setting for the first area we'll use in our module.

First, select a scenery tileset from the list provided. For this example, we'll start with the Forest. Give it a punchy, memorable name (like "Forest," for example) and hit "Next" to get to the size selection screen.



An area can range from 1x1 to 32x32 and anything in between. Neither the height nor width can exceed 32 tiles, but it's unlikely you'd ever want to. After all, each tile is about 10 scale meters, so a Huge size area (32x32) would equal several city blocks in the real world. That's a lot of turf to build out, populate, and fill with junk. Let's start with something easily manageable, like 8x12 (this size isn't one of the defaults, but you can enter the values directly). Hit "Finish," and then cancel out of the Module Wizard. We can always add more areas later.

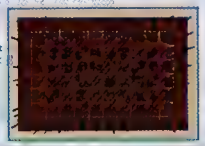
Note

Need a little more space, or have extra to spare? You can always resize your area after the fact. Under the Edit menu, choose Resize Area and enter new values. *Important: Rows are always deleted from or added to the bottom, and new columns are always deleted from or added to the right. Unfortunately, there is no way to delete from or add to the left or top of an area.*

3 Laying The Terrain

On the right side of the screen you'll see the **Toolbar**. The Terrain Icon is currently selected, and below, in the **Palette**, you'll see a list of the three groups of terrain. Hit the + boxes to open up the three groups, which collectively list all 38 tiles in the Forest Tileset. The nine basic types of terrain are on the bottom, in the **Terrain** group. You'll notice the Toolset has already been kind enough to pepper our forest with trees, rocks, and a carpet of leaves. This is the default Forest terrain. If you don't like a particular tree or rock, or you want to clear-cut the whole area, you can toggle through the various "Forest" tiles by clicking on a tile (or click-dragging multiple tiles) and hitting "Delete." You can also paint large amounts of terrain by selecting "Forest" from the Terrain list and clicking it or click-dragging it across the area map.

The Palette



Changing the Camera

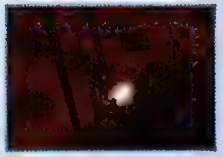
ZOOM: Use the middle mouse slider to zoom in and out of your area. If you don't have one of them new-fangled mouse wheels, you can use the + and – keys on your number pad.

PAN: Hold the Ctrl key and the left mouse button to pan up, down, left and right.

SKEW: Hold the Ctrl key and the right mouse button, and move the mouse left and right to rotate the scene along the X axis. Move the mouse up and down while holding these keys to move it along the Z axis. This is especially useful for replicating the viewpoint of a player in your scene. You can also rotate the scene with the number keys on your keypad.

REORIENT: You can hit the spooky eye button, or "5" on your number pad to snap back to a bird's-eye view at any time.

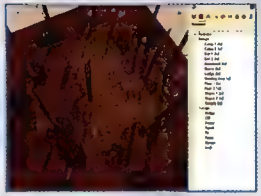
Try picking a different type of terrain, like "Pit," and dragging it across the map. Mix and match the various types of terrain, and watch how the different tiles automatically merge at the edges. A River tile will automatically turn into a bottomless waterfall when it hits the edge of a Pit tile, for example.



If one tile doesn't automatically replace another (such as when you try to put a road over a pit) you'll need to select "Forest" from the Terrain menu and turn the pit back into basic Forest. Some tiles can also be turned back into basic Forest with the "Eraser" tile.

Features are single tiles that can be put over Terrain. Most of the Features (Big Tree, Camp, Graveyard, etc.) can only be placed on the basic Forest tiles. But some (like Bridges) can only be placed over certain other types of terrain, like Pits or Streams. It's all pretty intuitive, and if you can't figure out what a Feature is for, you can just select it and move the cursor over various types of terrain. When the outline turns green, you've found a match.

Groups work the same way Features do, but they're more than one title wide, up to 3x3.

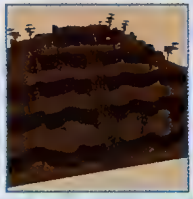


- To rotate a Feature or Group, hit the right mouse button before you place it.
- To get a preview of a Feature or Group, open up the **Show Preview window** by hitting the Show Preview button.

- If you want to clear the canvas after experimenting a bit, click-drag over your map and hit Delete to remove all the Features and Groups. Then pave over your other terrain types with basic Forest.

Adding Depth to Areas

The Rural and City Exterior tilesets have a special **Raise/Lower** tile in their Terrain set. When this is selected, you'll raise the height of a tile with each left click, and lower it with each right click. There is also a **Ramp** tile that can be used to make the higher tiers of these areas accessible to players. Many



Welcome to the *Neverwinter Nights World Builder Guide*!

No game-construction toolset has ever given the user as much power and flexibility to create their own games as *Neverwinter Nights* does. The tools are easy to use, but the vast number of customization options can be mind-boggling, and learning the C-based scripting language can be daunting to those with no programming experience.

For this reason, we begin our World Builder guide with a basic module design chapter in which we build a short, simple module to illustrate how the toolset is used and what it's capable of. We dabble in all aspects of module creation, from customizing your environments to creating monsters and scripting NPC behavior.

Chapter 4: Objects, Encounters, and Triggers

In the last chapter, we examined the properties and script handlers of the module and its areas. In this chapter, we bite off a bigger chunk:

- **Placeable Objects:** Simple objects (such as barrels, signs, and bird cages), and special case objects, such as doors.
- **Encounters:** Bound areas, usually triggered by the PC, that automatically spawn in one or more NPCs or creatures (usually hostile to the PC).
- **Triggers:** Three types of triggers are available: area transitions, generic triggers, and traps.

All of these objects combine to form the meat of the module. They provide atmosphere and opportunities for interaction. They are the props in the stage sets of your grand campaign.

Placeable Objects

We covered how to use placeables to add scenic flavor to your areas in Chapter 1. But placeables can also be used as repositories for treasure, triggers for traps, and as elements of complicated puzzles. To make something more out of a placeable, right-click on it and bring up the **Placeable Object Properties** window.

Basic Object Properties

Name: The name of the object, which determines how it will be ordered in the Module Contents window, and what name will appear when it is examined by a player.

Tag: The object's internal name, which you would use when referencing that object in a script.

Appearance Type: Use this to make your object look like some other object. This is useful when you want to use the default values of one object and the appearance of another.

Plot: Check this box to make your placeable an indestructible Plot item.

Useable: A Useable item glows when the cursor is placed over it, indicating that it can be interacted with in some way (usually because it has inventory, but it could also serve as a switch with some scripted effects, a source of conversation, or a trap). All items in the Container list have Useable checked as a default, but all other items do not. Any item can be made Useable.

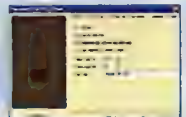
Has Inventory: Click this box (only available for items that have already been made Useable), and you'll be able to add inventory to your object.

Hardness: This is what items have instead of Armor Class. The Hardness value of an item is subtracted from the damage roll of its attacker. So if you do 8 damage to a chest with a Hardness of 5, it takes 3 damage.

Hit Points: This works the same as it does for creatures and players.

Saving Throw: I can't imagine why you'd want to change these. Are your PCs ruining your campaign by casting Finger of Death on crucial armoires? Then up their Fortitude saves. Does your storyline demand an unusually agile Fenberry Bush that's capable of dodging fireballs? Send the Reflex save through the roof.

Lock Options



The Lock menu only appears if you make an item Useable.

Locked: [illegible] door to players without a key or the Open Lock skill.

Can Be Relocked: [illegible] relock the item afterwards. This could have interesting implications in online games where players are in competition.

Automatically Remove Key After Use: If the player has the key in his inventory, this will delete it from the inventory upon unlocking it. There's no reason to make PCs lug around keys to doors that they've already unlocked, unless the key opens multiple doors or there's a chance some other player could have relocked it.

Key Required to Unlock or Lock: Only a key can open this door—no lock picking allowed.

Open Lock DC: The Difficulty Class to Open Lock this door. Remember that outside of combat, PCs can always take 20 when picking a lock. So a DC lower than 20 won't keep out even the most inept rogue. Think of what level character the area is intended for when you set these; even with Dexterity bonuses and lock picks, most non-rogues won't be able to unlock anything with a DC higher than 30.

Close Lock DC: The Difficulty [illegible] to relock the door.

Key Tag: Once you've created your key as an item, simply enter its tag here. That's all it takes to set up a key lock on a door—no scripting required.

Trap Options

The Trap menu only appears if you make an item Useable.

Is Trapped: Nothing here matters if you don't check this box.

Trap Type: This determines what nasty thing happens to players when they open your trapped door.

Detection DC: The Difficulty Class for noticing the trap. Players make a Search check that has to beat this number to notice the door. Only rogues can detect traps with a DC of 25 or higher

Disarm DC: The Difficulty Class to deactivate the trap with a Disable Trap check. Attempting to remove the trap (so it's added to your inventory) adds 10 to this number. Only rogues can disable traps with a DC of 25 or higher, which puts world builders in a bit of a pickle. Less than 25, and it's a snap for rogues; more than 25, and you're dooming non-rogues to setting it off.

One Shot: A One Shot trap is deactivated after it blows up in your face. If you don't check this, it will go off every time you try to open the object.

Detectable: Unchecking this box makes an object undetectable. This is a good way to infuriate your players.

Disarmable: Unchecking this box makes an object impossible to disarm. This is an even better way to infuriate your players.

OnDisarm: This is where you can enter custom scripts that are fired when the trap is successfully disarmed.

OnTrapTriggered: If you want the explosion to do something above and beyond the chosen effect, like summoning guards or locking down an area, this is where you put the script.

Set DC & Other DC Mode: These fields show the stats of the trap that you've selected under Trap Type, so you know what dangers NPCs or competing PCs face if the trap is recovered and reset.

Advanced Object Properties

Blueprint ResRef: An object's tag [illegible] visual instance of that object. The Blueprint ResRef is the name of the object template. If you wanted to make a custom placeable, like a fern that is generated in a certain place at a certain time of day, the script that generates the fern would create it by calling its Blueprint name, not its Tag.

Belongs To Faction: I find it deeply unsettling that all the furniture defaults to Hostile... Does BioWare know something I don't? Is my coffee table plotting my death? Of course, inanimate objects lack the ability to do anything to the player, so the faction here is probably meant to be the faction of the object's owner. This could be used in scripts where a ShoutDisturbed function alerts NPCs of the same faction to the fact that the chest is being plundered.

Conversation: You can [illegible] a Conversation script to any object, creating the illusion of a sinister sentient shrub or a talking parrot in your bird cage. This is also where descriptive text that is called by an event would be placed, like "the rusty hinges creak loudly when you open the ches

No Interrupt: If your enchanted lectern is a pivotal character in your campaign, check this box to make the conversation uninterruptible

Portrait: If you change the Appearance Type of your object, the Portrait changes automatically. [illegible] ." box to select a new portrait for your object.

Open State: This useful option allows you to make your objects dead on arrival, open, closed, etc. depending on the object. Before you set [illegible] k on the object, choose Animate, and select the chosen state to make sure it's one that's supported. This automatically updates the Open State field in the Advanced menu.

Treasure Mode: This pull-down menu allows you to change the default treasure-generating scripts without having to do it manually in the Events tab.

Other Object Properties Tabs

Description: [illegible] w when they examine your object [illegible] ." button, you can change the description in [illegible] us languages.

In, Chapter 2, "The Game Plan," we show how we planned our own medium-scale *Neverwinter Nights* campaign, and discuss what level of scripting knowledge is necessary to execute it.

Chapters 3 through 5 are the advanced module design chapters, in which we go in-depth into each of the tools, show how they were used to create the official campaign, and apply what we've learned to script-specific scenes in our own module.

Appendix "C" C Scripting and Neverwinter Nights

1 Introduction

One of the nicest features of the *Neverwinter Nights* Toolset is that the scripts that drive the module and its myriad effects and events are written in the C computer language. That's a good thing because C is one of the oldest and most popular programming languages today. However, for those of you who aren't familiar with the language, this poses a problem. Reading one of these scripts is like trying to read Sanskrit; nearly impossible. (Which is probably why you are reading this and not designing scripts!)

The purpose of this Appendix is to briefly introduce those parts of C commonly used by the scripts in *NWN*. It is not intended to teach the language but to train you to recognize and understand important aspects of a *NWN* script. After reading the C language constructs explained below and studying the examples in this appendix, you can decipher nearly any script in the game, given enough time and effort on your part.

Note

If you really want to dig into this stuff, I recommend any basic C Programming book at your local bookstore or perhaps a class in C Programming.

Like all languages, C is made up of parts. Instead of nouns, C has variables. Instead of verbs, C has functions. All we are concerned with (in terms of understanding or writing a *NWN* script) are the following parts:

- Basic script structure
- Functions
- Variables and data types
- Expressions
- Flow control

Let's hit these one by one. It cuts down on the confusion and gives you an excuse to only read what you care about. At the end, several more advanced scripts are presented, giving you the chance to practice your new skills.

2 Basic Script Structure

Every script in *NWN* has the same type of structure, composed of three main things: the return type, the name and any parameters of the script, and the body of the script (containing the script code).

Example Script

```
//this is the basic script structure

void main( )

{

…body of the script…

…/* this is a comment inside of the script body*/

};
```

The first part of the first line (in blue) is called the **return type** (by default, this appears in a light blue). This tells you what kind of value is returned when the script finishes execution. The most common types for *NWN* scripts are:

void – The script returns nothing upon completion.

int – The script returns an integer value (like 3, 6813, or -12) upon completion.

float – The script returns a real number (a number with a fractional value, like 3.5 or -56.01) upon completion.

Note

Frequently, green text (the default color for comments in the Script editor) is found in *NWN* scripts. A comment either indicates useful information about the script or code that is ignored by the script compiler (or "turned off"). As seen above, a comment is always preceded by a // or enclosed within a /* comment body */.

The second part is the name of the script body and any parameters required by the script. This part commonly consists of two values: a **main** type returning **void**, or a **StartingConditional** type returning an **int**.

The **void main( )** script type is the most common and usually causes effects or actions to be taken when the script is executed. The following script performs a simple effect, based on a few conditions. See what you can figure out from the code below. I'll meet you on the other side with the answer:

Example Script

```
void main( )

{

    object oPC = GetEnteringObject( );

    if(GetIsPC(oPC) &&

       GetMaxHitPoints(oPC) == GetCurrentHitPoints(oPC))

    {

       ApplyEffectToObject(DURATION_TYPE_INSTANT,EffectDamage(1),oPC);

    }

}
```

By now, you should be able to recognize the basic structure of the script (the **void main** and the curly braces). However, the code inside introduces a few concepts not discussed, yet. So don't feel stupid if you couldn't figure it out.

Here's what's going on. First, the script gets the object currently entering the area (using **GetEnteringObject( )**). The object is then checked to see if it is the PC (using **GetIsPC(oPC)**) and if the current HP of the object (still undetermined but possibly the PC) are equal to the maximum HP of the object. If the object is a PC object, and the maximum HP is equal to the current HP, then the object is given a free point of damage (using **ApplyEffectToObject( )** and **EffectDamage( )**)! Sounds like a nice little area to stay away from, doesn't it?

The **StartingConditional** type is commonly used in NPC conversations to setup conditions for the start of a conversation (as the name implies) with a PC. The return value can indicate if the NPC has spoken with the PC before or at what point in a complicated conversation they are currently at. For example, a conversation script can be written that only exposes a certain part of the NPC's conversation the first time a PC and an NPC meet.

The following script is taken from the initial conversation of an NPC you meet in the first part of the single-player campaign:

We close the main portion of our *World Builder Guide* with an appendix that provides a beginner's guide to scripting in the C programming language for *Neverwinter Nights*. This section provides invaluable information and instruction to any would-be script editor, and ensures that no dungeon master's imagination will go unfulfilled. This appendix is an absolute must!

Frost Giant

RACE: Giant | ALIGNMENT: CE

CHALLENGE RATING: 10 | HIT POINTS: 133 | ARMOR CLASS: 16

Frost Giants are justifiably feared as brutal and wantonly destructive raiders. They have the appearance of oversized, muscular humans with snow-white or ivory skin.

STR	29/9	INT	10/0	FOR	14
DEX	9/-1	WIS	10/0	REF	3
CON	21/5	CHA	11/0	WIL	9

SAVES

FEATS & ABILITIES

Active Combat Feats: Power Attack **Class/Racial Feats:** Proficiency (creature) **Combat Feats:** Cleave; Weapon Proficiency (martial) **Other Feats:** Darkvision **Monster Abilities:** N/A **Spells:** N/A

EQUIPMENT

Claw 1: N/A **Claw 2:** N/A **Special Attack:** N/A **Skin/Hide:** Frost Giant / Woven Wolf Prop. (DV, Cold 50% Dmg. Vuln.; Immunity: Dmg. Type; Rre 100% Imm. Bonus) **Snd. Equ.:** War Hammer; Chain Shirt

Hill Giant

RACE: Giant | ALIGNMENT: CE

CHALLENGE RATING: 9 | HIT POINTS: 102 | ARMOR CLASS: 17

Hunters and raiders with a selfish streak, Hill Giants seldom wash or repair their garments, preferring to add holes when their old ones wear out.

STR	25/7	INT	6/-2	FOR	12
DEX	8/-1	WIS	10/0	REF	3
CON	19/4	CHA	17/3	WIL	8

SAVES

FEATS & ABILITIES

Active Combat Feats: Power Attack **Class/Racial Feats:** Proficiency (creature) **Combat Feats:** Cleave; Weapon Proficiency (simple); Weapon Focus (club) **Other Feats:** Darkvision **Monster Abilities:** N/A **Spells:** N/A

EQUIPMENT

Claw 1: N/A **Claw 2:** N/A **Special Attack:** N/A **Skin/Hide:** N/A **Snd. Equ.:** Ogre/Hill Giant Club; Hide Armor

Mountain Giant

RACE: Giant | ALIGNMENT: CN

CHALLENGE RATING: 9 | HIT POINTS: 102 | ARMOR CLASS: 17

These brutish cave dwellers live communally and some have a basic grasp of magic. Intensely protective of their kin, they are generally reluctant to trust outsiders.

STR	25/7	INT	6/-2	FOR	12
DEX	8/-1	WIS	10/0	REF	3
CON	19/4	CHA	17/3	WIL	8

SAVES

FEATS & ABILITIES

Active Combat Feats: Power Attack **Class/Racial Feats:** Proficiency (creature) **Combat Feats:** Cleave; Weapon Proficiency (simple); Weapon Focus (club) **Other Feats:** Darkvision **Monster Abilities:** N/A **Spells:** N/A

EQUIPMENT

Claw 1: N/A **Claw 2:** N/A **Special Attack:** N/A **Skin/Hide:** N/A **Snd. Equ.:** Ogre/Hill Giant Club; Hide Armor

CIRCLE Ogres

STRATEGY: Ogres are strong fighters that can be overwhelming in large numbers. Most are brainless warriors, but higher level encounters include talented Berserkers and versatile Mages. The mages should be your first target... They lack the incredible constitution of the fighters and should isolated and brought down quickly by the Fighters in your party before they do much damage. Ogres as a group are very vulnerable to area effect spells like Fireball and Web, and the powerful berserkers are reasonably easy to Charm or Dominate, a great way to even the odds.

SOCIETY: Scavenging, pillaging Ogres travel in small, poorly organized bands (2-8) looking for undefended settlements to raid or travelers to ambush. Intelligent Ogres may learn to speak common and seek alliances with other evil races or work as mercenaries. Ogre Mages are a slightly different species that live amidst other Ogres. They use their power and wits to lead their bands in more organized and purposeful ways, and often take slaves with their plunder.

Ogre (1)

RACE: Giant | ALIGNMENT: CE

CHALLENGE RATING: 3 | HIT POINTS: 26 | ARMOR CLASS: 13

Ogres are ugly, greedy creatures who live by raiding and scavenging. They associate freely with Giants and Trolls, banding together to prey on the weak.

STR	21/5	INT	6/-2	FOR	6
DEX	8/-1	WIS	10/0	REF	0
CON	15/2	CHA	7/-2	WIL	4

SAVES

FEATS & ABILITIES

Active Combat Feats: N/A **Class/Racial Feats:** Proficiency (creature) **Combat Feats:** Weapon Proficiency (simple); Weapon Focus (club) **Other Feats:** Darkvision **Monster Abilities:** N/A **Spells:** N/A

EQUIPMENT

Claw 1: N/A **Claw 2:** N/A **Special Attack:** N/A **Skin/Hide:** N/A **Snd. Equ.:** Ogre / Hill Giant Club

Ogre (2)

RACE: Giant | ALIGNMENT: CE

CHALLENGE RATING: 3 | HIT POINTS: 26 | ARMOR CLASS: 13

Ogres are ugly, greedy creatures who live by raiding and scavenging. They associate freely with Giants and Trolls, banding together to prey on the weak.

STR	21/5	INT	6/-2	FOR	6
DEX	8/-1	WIS	10/0	REF	0
CON	15/2	CHA	7/-2	WIL	4

SAVES

FEATS & ABILITIES

Active Combat Feats: N/A **Class/Racial Feats:** Proficiency (creature) **Combat Feats:** Weapon Proficiency (simple); Weapon Focus (club) **Other Feats:** Darkvision **Monster Abilities:** N/A **Spells:** N/A

EQUIPMENT

Claw 1: N/A **Claw 2:** N/A **Special Attack:** N/A **Skin/Hide:** N/A **Snd. Equ.:** Ogre/Hill Giant Club; Hide Armor

Ogre Berserker (1)

RACE: Giant | ALIGNMENT: CE

CHALLENGE RATING: 6 | HIT POINTS: 76 | ARMOR CLASS: 16

Ogres are ugly, greedy creatures who live by raiding and scavenging. They associate freely with Giants and Trolls, banding together to prey on the weak.

STR	21/5	INT	6/-2	FOR	12
DEX	14/2	WIS	10/0	REF	4
CON	18/4	CHA	7/-2	WIL	8

SAVES

FEATS & ABILITIES

Active Combat Feats: N/A **Class/Racial Feats:** Proficiency (creature) **Combat Feats:** Weapon Proficiency (martial, simple) **Defensive Feats:** Armor Proficiency (light, medium); Dodge; Shield Proficiency **Other Feats:** Barbarian Fast Movement; Dark Vision; Uncanny Dodge 1 **Monster Abilities:** 1 a Rage **Spells:** N/A

EQUIPMENT

Claw 1: N/A **Claw 2:** N/A **Special Attack:** N/A **Skin/Hide:** N/A **Snd. Equ.:** battleAxe; Chainmail

Ogre Berserker (2)

RACE: Giant | ALIGNMENT: CE

CHALLENGE RATING: 6 | HIT POINTS: 76 | ARMOR CLASS: 16

Ogres are ugly, greedy creatures who live by raiding and scavenging. They associate freely with Giants and Trolls, banding together to prey on the weak.

STR	21/5	INT	6/-2	FOR	12
DEX	14/2	WIS	10/0	REF	4
CON	18/4	CHA	7/-2	WIL	8

SAVES

FEATS & ABILITIES

Active Combat Feats: N/A **Class/Racial Feats:** Proficiency (creature) **Combat Feats:** Weapon Proficiency (martial, simple) **Defensive Feats:** Armor Proficiency (light, medium); Dodge; Shield Proficiency **Other Feats:** Barbarian Fast Movement; Dark Vision; Uncanny Dodge 1 **Monster Abilities:** 1 a Rage **Spells:** N/A

EQUIPMENT

Claw 1: N/A **Claw 2:** N/A **Special Attack:** N/A **Skin/Hide:** N/A **Snd. Equ.:** Longsword; Chainmail

We close our *World Builder Guide* with a truly *massive* compendium of data for each and every monster in the game. In addition to a stunning array of statistics for each creature, we include strategy and society information for each class of beast to ensure that each monster is used accurately and effectively in the *Neverwinter Nights* universe.

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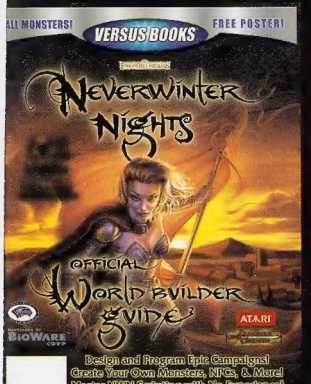

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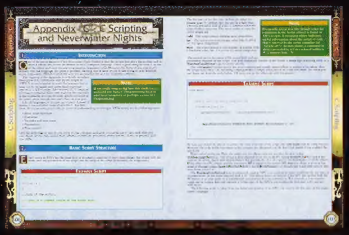

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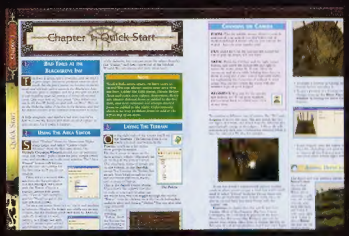

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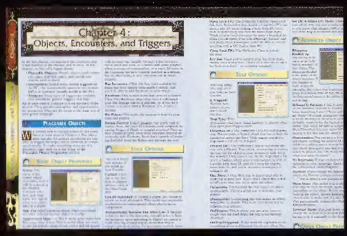

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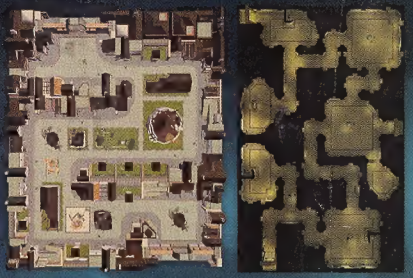

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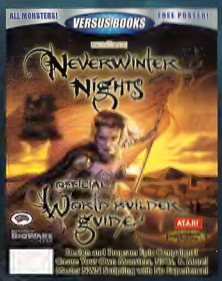

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